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COMPUTER +VIDEO GAMES

PYRACURSE

Legless O'Donnell's Diary

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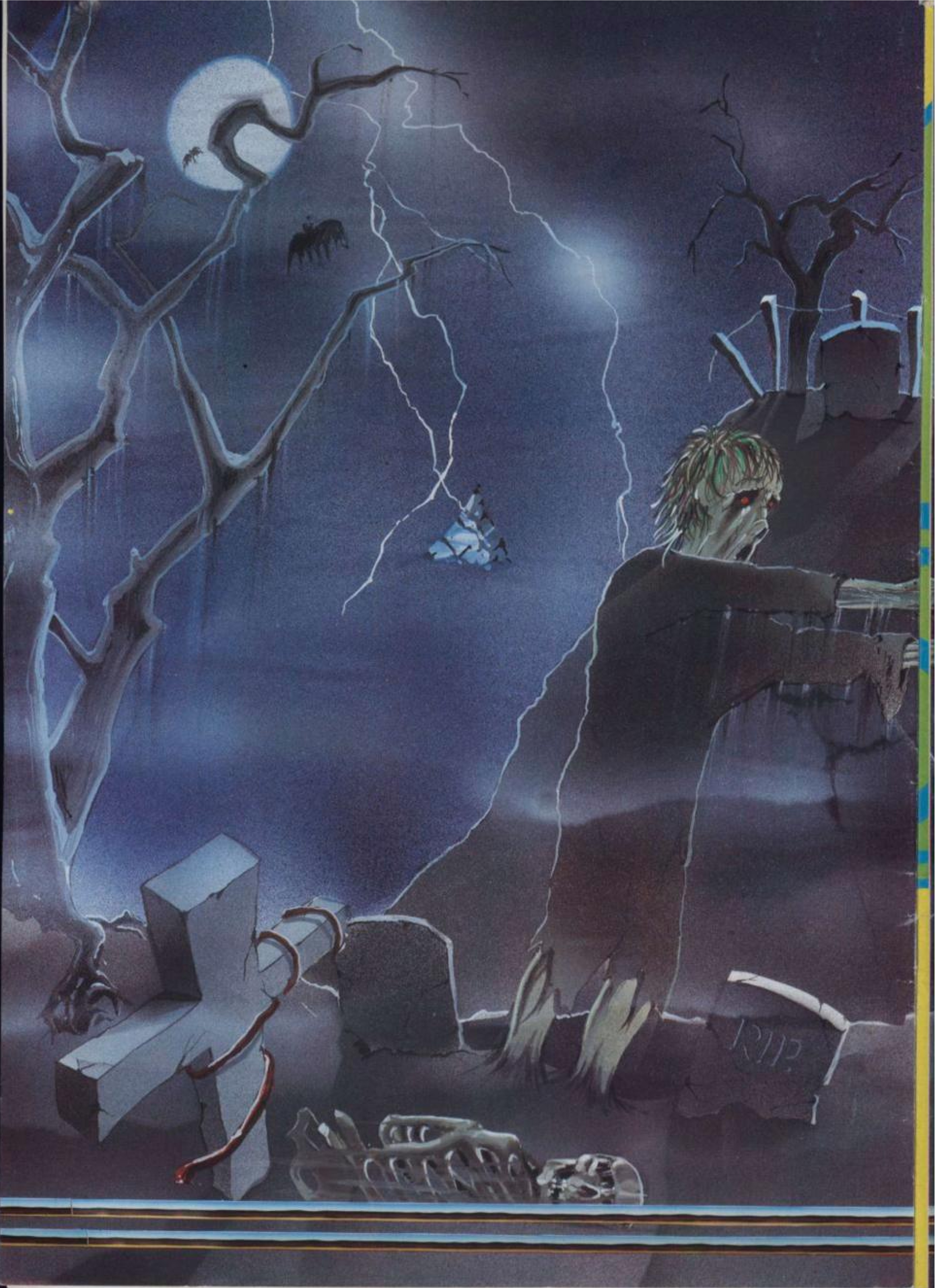
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CONTENTS

FEATURES

14 THE PYRACURSE STORY
19 PYRACURSE COMPETITION
44 WARGAMES
50 WORLD OF VENGEANCE
53 GAME MAKERS
56 HERBERT ON THE SLOPES/ SPECTRUM LISTING
58 BIG RED POSTER
64 DOMESDAY PROJECT
66 TOUR OF THE UNIVERSE
69 TEAM GOLA COMPETITION
70 JIM'S JOYSTICK JURY
72 REDHAWK COMPETITION
75 TOP 30 SOFTWARE CHARTS
77 ADVENTURE NEWS
78 ADVENTURE HELPLINE
82 THE PRICE OF MAGICK REVIEWED
88 PROJECT THESIUS COMPETITION
91 IDEAS CENTRAL
94 ARCADE ACTION
97 THE BUG HUNTERS
102 URIDIUM COMPETITION RESULTS
105 EXTRA BITS
110 MAILBAG
114 NEXT MONTH

NEWS & REVIEWS

21 REVIEWS THIS ISSUE:

GAME OF THE MONTH: The Planets. C+VG HITS! International Karate, Mermaid, Mantronix, Bug Eyes, Shogun. Other reviews: Biggles, Tantalus, Pentagram, Redhawk, Popeye, Kickstart plus more . . .

73 ADVENTURE

Keith looks at **Ballyhoo**, the latest from Infocom, the **Fourmost Adventure** compilation, plus Level 9's **Price of Magick** and a glimpse of life behind the scenes at the Austin's HQ down in deepest Somerset. And a special Adventure Creator offer.

8 NEWS

C+VG's Programmer of the Year **Steven Crow**, has a new game on the way — read all about it! **Uridium** on the Spectrum? Leaderboard — US Gold's answer to Golf Construction Set — in Hot Gossip. What do Zoids and the Channel 4 chart show have in common? Discover on page 8.

ARCADE ACTION/P94

SPINACH
I Y'AM WHAT I Y'AM
©1983 King Features Syndicate, Inc.

POPEYE/REVIEWS/P21

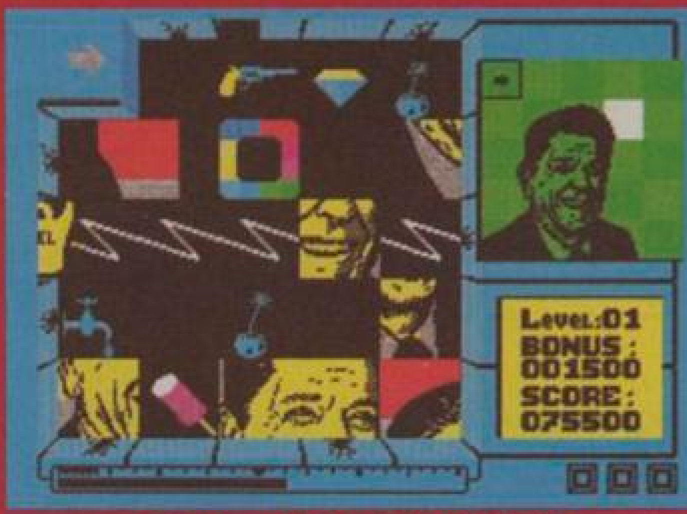
TOUR OF THE UNIVERSE/P66

INSIDE STORY

● You'll curse yourself if you don't get your hands on this month's C+VG. Why? Because we've got a preview of the best game to hit the Spectrum for ages. It's called **Pyracurse** and it's the first game by a couple of new programmers called **Mark Goodall** and **Keith Prosser**. We've got a special Pyracurse competition too — could you win the C+VG explorers outfit? If you are interested in ancient things — like C+VG's deputy editor **Paul Boughton** — then you'll want to get involved in our **Domesday Project** Time Capsule competition. Just what would you send back to the future?

More history from **Stephen Badsey**, our resident war games expert. He's been looking at the games of the battle and bringing you his verdict. Into the future with C+VG's American ace reporter **Marshall M. Rosenthal** who has been on a **Tour of the Universe** — an experience not to be missed! Master Adventurer Keith Campbell has been hot on the heels of Level 9's programmers and brings you news of their latest and greatest adventure **The Price of Magick** plus the one and only **Adventure Helpline**(tm). **Extra Bits** — C+VG's round up of all the things you ever want to interface — returns this issue and **Brendan Cavanagh** tells you everything you wanted to know about **Play By Mail** games but were afraid to ask. All this and the FREE IDEAS CENTRAL HANDBOOK stuck tastefully on the front AND the special pull out **Big Red** poster inside!! And you still get change from the quid. Know what I mean, Harry?

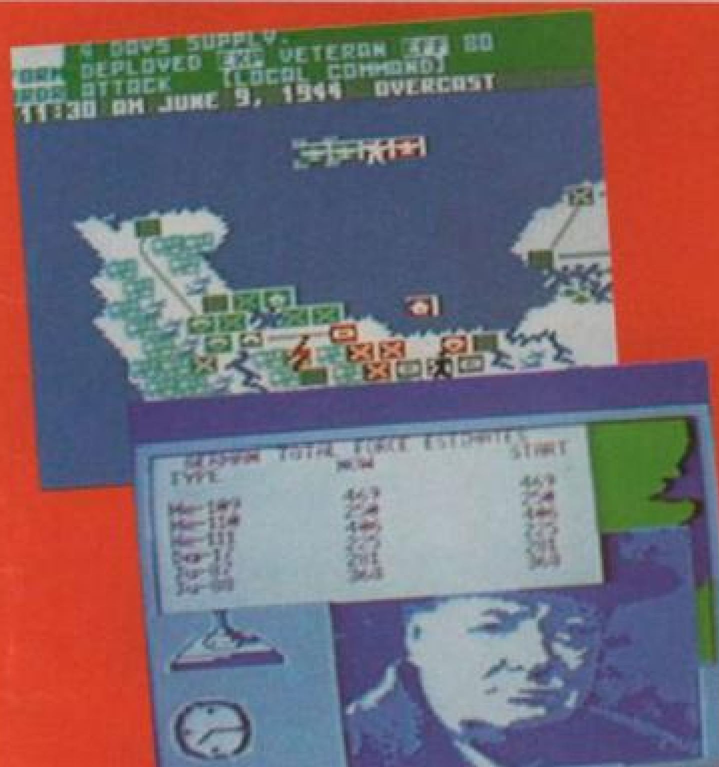
Tim



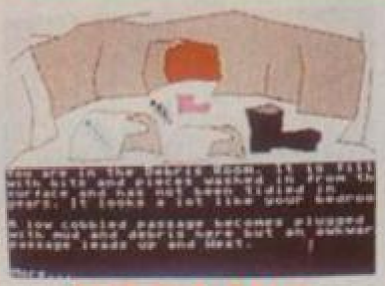
SPLITTING IMAGES/P22

Biggles
MIRRORSOFT
DESIGNED & PROGRAMMED BY: DALALI SOFTWARE

BIGGLES/REVIEWS



WAR GAMES/P44



THE BIG CAVE ADVENTURE/P76

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DEPUTY EDITOR
Paul Boughton
EDITORIAL ASSISTANT
Lesly Walker
SUB-EDITOR
Seamus St John
DESIGN
Craig Kennedy
ADVENTURE WRITERS
Keith Campbell
Paul Coppins
Steve Donoghue
Jim Douglas
AMERICAN CORRESPONDENT
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ARCADES
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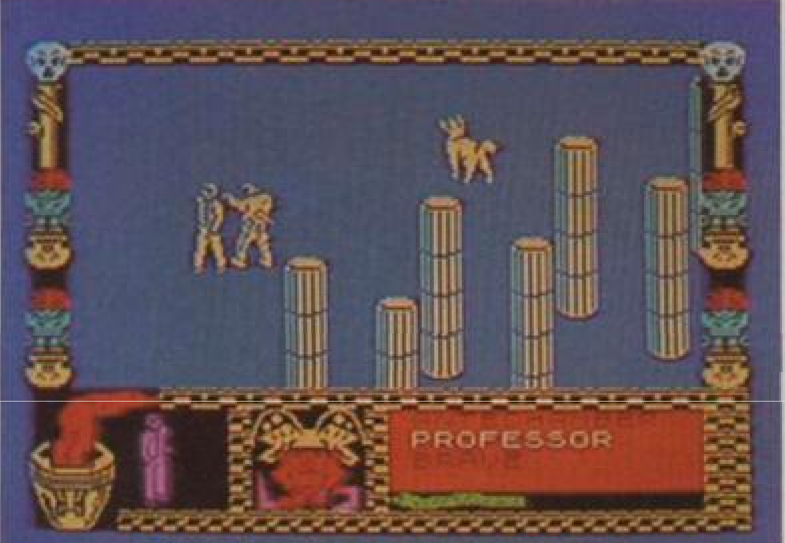
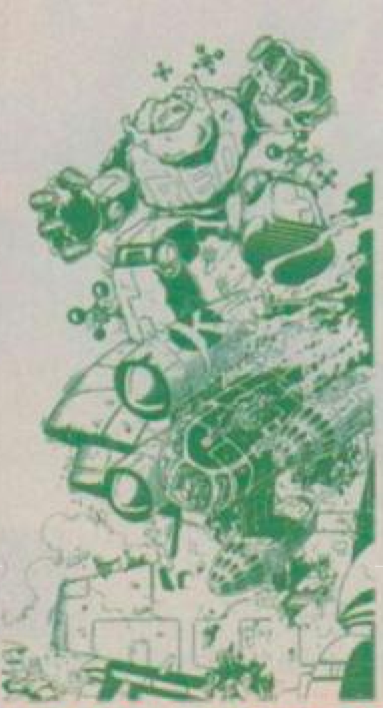


PYRACURSE PREVIEW/P14



THE BUG HUNTERS/97

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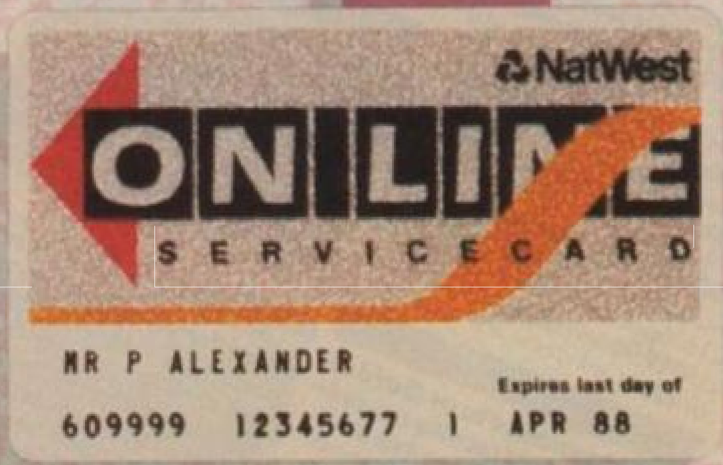

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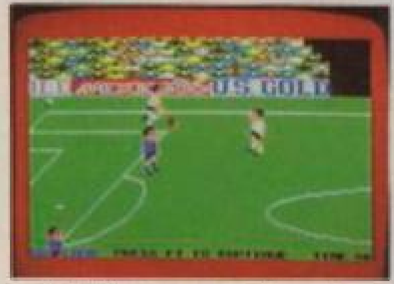
NEWS

■ US Gold is hoping to score a big success with **World Cup Carnival**, the official World Cup computer football game. The packaging will feature the official World Cup 1986 Pique Mascot.

A team of programmers have been working on the game for six months and US Gold is predicting the game will "reach new standards in football simulation".

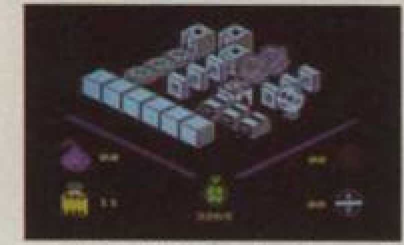


It will feature a penalty mode, a choice of kit for this year's teams, a playing skill option and results table.

A full colour poster and a progress chart will be supplied with the game. And that's not all. Also included will be a free US Gold sew on patch.

World Cup Carnival will be available on the Commodore 64, C16, Spectrum and Amstrad. It will cost £9.95 on cassette and £14.95 on disc.

■ The legendary **Flash Gordon** is set to explode onto the computer next month. C+VG has had a sneak look at part of the Commodore version of the game and it's looking very impressive. Part of the Game includes a satisfying punch-up.



Mastertronic, who has spent around seven months developing the game, says it should be released for the 128K Commodore and Spectrum first, followed shortly by 64K and 48K versions.

Meanwhile, watch out for Mastertronic's **Molecule Man** on the Spectrum for £1.99. It's one of the most impressive budget titles for some time.

Molecule Man *is the first game* 256, 3D maze screens, collecting 16 circuits to activate a teleporter and escape.

But what makes the game extra good value is the inclusion of a maze designer. This enables you to construct your own maze, should you complete the original game.

Molecule Man is the first game from Robin Thompson. Robin, who has been unemployed for three years, took up programming to stop himself becoming bored.

"I started programming for something to do," he said.

"It was either that or sitting down and listening to the radio all day."

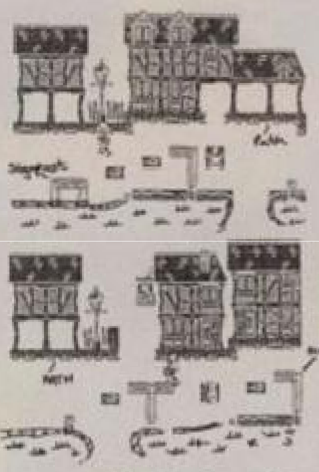
■ Stand by all you Monty fans. **Gremlin Graphics** will be releasing a new game about the Mighty Mole later this year.

The Monty game is just one of the busy schedule of releases from Gremlin. Included are **Jack the Nipper**, in which you can create a comic character to collect naughty points.

Also in the pipeline is a game called **Future Knight**, a combination of space shoot-em-up and adventure, in which the hero must rescue a damsel in distress.

There's also an as yet unamed Commodore game being produced. C+VG, under an oath of secrecy, has seen a bit of the game and verdict is: very interesting. In a way it's a little like that other Gremlin game **Bounder** — it has plenty of bounce.

■ C+VG's Programmer of the Year **Steven Crow** is joining **Hewson's** and his first game for the Oxfordshire based company will be **Firelord** - a medieval arcade adventure featuring Steve's own special style of graphic presentation. You play the part of a medieval hero type out to free his village from the clutches of the evil Firelord or Firequeen — Steve hasn't quite made up his mind yet. The village graphics are really pretty. Steve does a lot of cycling around the countryside near his home in Kent and he saw these nice old buildings which inspired him to write the game. Is this a first? **Firelord** will be released sometime in October.



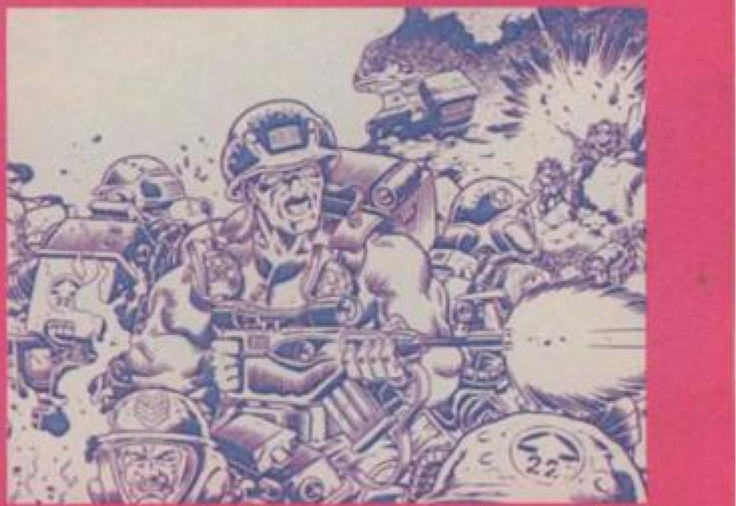
■ Will you please give a big hand to all the **Zzap 64** readers who voted C+VG their most favourite mag — next to Zzap of course. The readers of the Activision Newsletter were voting in the Zzap 64 readers' survey. Funny, 'cos Zzap came out number two in our own C+VG survey...

■ Forget the American invasion. The French are coming. Thanks to **PSS** and their link with **FRE**, **Activision's** tie-up with **Loriciel** and now the arrival of **Republic Software**, the UK arm of top Gallic company **Infograms** the French Connection is growing fast.

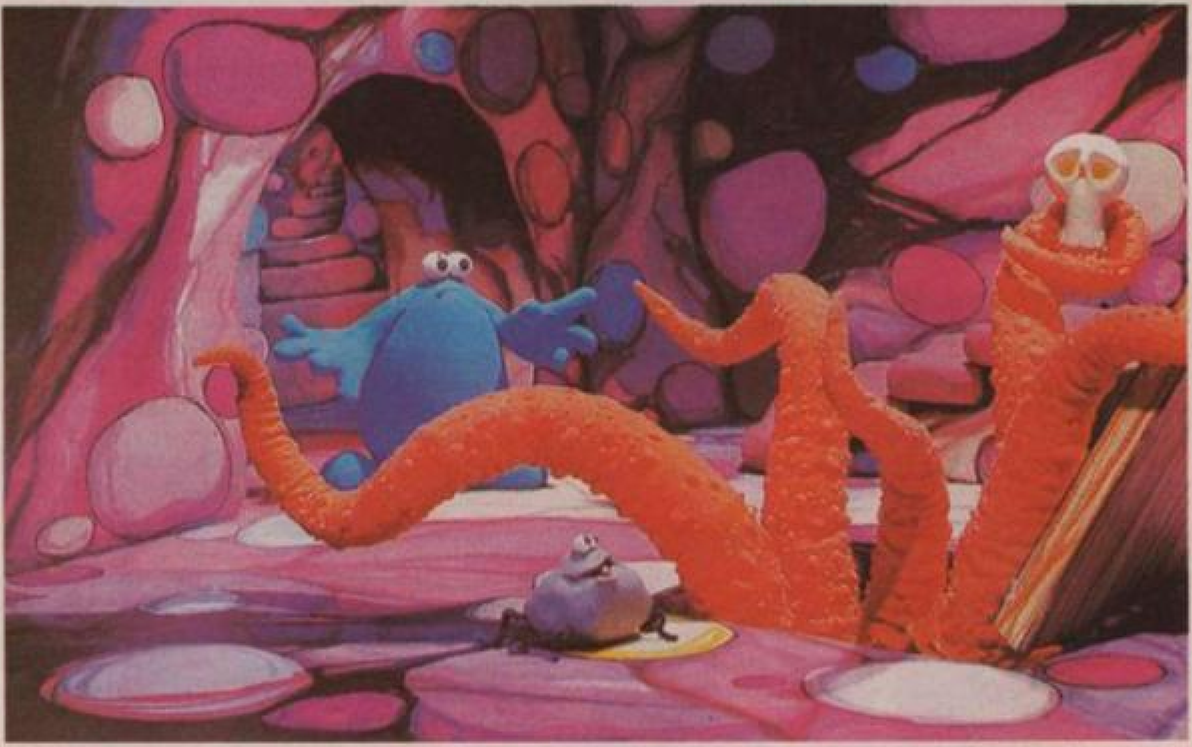
Republic will launch **Mandragore** on four machine formats; Amstrad, CBM 64, MSX and Spectrum (with disk versions for Amstrad and CBM 64), at a cost of £14.95. All versions will be launched within two weeks of each other and NO delays are likely as the French/English translations are already complete.

Mandragore is a graphic adventure of epic proportions, containing over 260K of program — which has necessitated the use of a twin cassette pack for the tape versions — a detailed instruction book and a ten chapter booklet, the latter item revealing a great number of hints on how to surmount problems encountered in the solving of this widely acclaimed

■ Great News for **Rogue Trooper** fans! The new-style **Macmillan Software** outfit are releasing a game based on the cult character from the 2001AD comic. It's being programmed by those other cult personalities at **Design Design**. Watch for C+VG's exclusive preview of the game coming your way in out September issue! **Design Design** are working on anothe project for Macmillan called **Nosferatu the Vampyre** based on the two movies of the same name. The most recent starred Klaus Kinski and loads of rats. Both Rogue Trooper and Nosferatu will be arcade adventures. News and pictures as and when we get them.



■ Watch out — the monsters are coming! But never fear these monsters are quite cute and only appear on your TV. Berk, Boni, and Drutt are the stars of a new animated show called the **The Trap Door**. And Macmillan Software have persuaded **Don Priestly** of **Popye** and **Minder** fame — to create the graphics for the game. Berk is a blue blobby monster, the overworked servant of the unseen and bad tempered being who lives upstairs in a mysterious mansion. Berk may have lots to do for the miserable being upstairs but he still finds it hard to resist opening The Trap Door — which is the gateway to the maze of underground passages beneath the castle and home to all manner of strange and unusual creatures. Berk has many adventures with his mates Boni, an old skull who lives in a hole in the wall with his pet Drutt.



Mandragore

role playing game.

The program can be played by up to four players, although one person can control all four characters which make up the 'team'. These characters can either be pre-selected or you can make your own choice.

■ **Blackstar** and **SAS Raid** are to be released for the Amstrad 8256 by CRL.

In **Blackstar**, a text adventure by the objective of your quest is to return the power orb to the Lady Artemis.

In **SAS Raid**, a semi-graphic adventure, secret plans have been stolen which give precise details of your base and are now being held in a castle.

Both programs will sell for £14.95.

■ Fancy yourself as a bit of a hero-type? Always getting great scores on **Green Beret** or **Commando?** Think you could do as well in real life? Then why not enter the great **C+VG Combat Zone Challenge.** Yes, the two top scorers on the top two combat games could joint the C+VG Squad when we visit the Combat Zone again this summer. All you have to do is fill in the coupon below, tell us your score, send us proof in the shape of a screen shot or printed screen dump and you could be well on your way to the Combat Zone!

If you don't know what the Comat Zone is just check out our January issue.

And remember Who Dyes Wins! Closing date for this competition is July 16th. So get those scores in today. The five best runners-up will get a Big Red t-shirt.

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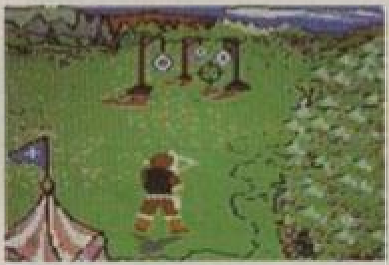
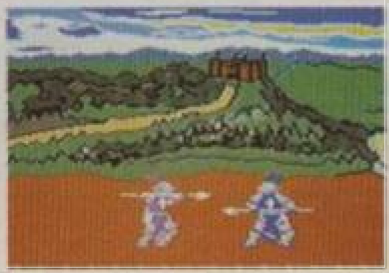
■ Ye Olde Hypersportes comes at last to the screens of your Amstrad and 64 in early June. **English Software** have been battling away with their long awaited Knight Games medieval tournament game for some time now — but head man Philip Morris told C+VG that both versions are now almost ready and will be ready in time for the summer holidays. The game features eight medieval events including sword fighting, archery and a vicious looking ball and chain battle. Here's some pretty pictures of the 64 version of this extremely attractive game for you to look at while you wait for it to arrive at your local store. The 64 version will cost £8.95 on tape, £12.95 on disc. Amstrad owners will have find £8.95 for the tape and £14.95 for the disc.





HOT GOSSIP

BY TONY TAKOUSHI

■ Closing my eyes I let my senses drift as the needle hits groove. The music seemed to burst from the speaker and it was all I could do to stop myself singing the chorus *"Doo-be-de-do! I wan-naaaa be like you I wanna talk like you walk like you..."*

The second verse was even more exciting, *"Now, I'm the king of the swingers,,,"* **SWINGERS! YEAH!.**

Ever since I played **Leaderboard** I haven't been the same. The words swing and stroke have taken on a whole new meaning.

The last time a sports simulation had this effect on me was when Commodore released **International Soccer** for the C64. That was when I wore out my **Match of the Day** record!.

All you golf buffs have an awkward choice facing you. **Ariolasoft** have released the **Golf Construction Set** for the C64. **Leaderboard** is not due

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NEWS

for release until July 4th.

Leaderboard is a true arcade version of a golf game. The graphics are super smooth and the emphasis is very much on picking up the joystick and playing.

Leaderboard gives you four courses to choose from and up to four players can compete. There are three levels of difficulty, Amateur, Novice and Professional and a choice of the number of holes played (18, 36 etc).

To "get into the groove" there is a practice option (not included in my review copy, but US Gold tells me there is one!) to help you learn to control the power and snap (breaks to left or right on the stroke).

When you play there is a host of information facing you, hole number, par for the hole, course number (1-4), each player's stroke count for the hole, wind direction and yards to the hole.

You start off at a tee (where else?) and have two guages, one for power the other for snap.

Your club choice includes Woods, Irons and Putters. As in real golf the club strength has a clear effect on the type of shot played. Irons loft the ball and woods drive it further, with less bounce.

The game is instantly playable and the presentation borders on arcade quality.

After you have played the shot the screen is redrawn (a little tedious, but the Ariola game is much the same) and you play from your new location. When you reach the green you automatically go into putter mode.

The courses have water and awkward fairways to contend with but there are no trees or bunkers. The Ariola version has both.

At the end of each hole you are shown the leaderboard with your scores and your score against par.

Leaderboard has instant appeal thanks to the quality of presentation but after a few good sessions it tends to lose that knack of pulling you back for one more game.

Ariolasoft describe their golf game as "The 3D simulator and course construction set". It really is. This is **the** game for the enthusiast and true strategist.

It's not quite as playable as **Leaderboard** and sorely lacks the arcade quality graphics.

Both cost £10 on tape and it really boils down to what you want out of a game. An absorbing arcade class golf game or a quality golf simulation

■ Prepare to have your brains rattled! **Hewson's** are planning an assault on your senses. After they've stunned you with **Pyracurse**, previewed this issue, they'll be hitting you with **Andrew Braybrook's** follow up to **Uridium** called **Alleykat**. This is a futuristic race game utilising **Uridium** type graphics with extra added enhancements. More details when we have them. Then there's **City Slicker**, the new offering from **Technician Ted** twosome **Steve Marsden** and **David Cooke**. This game is set in London. You play the part of a private detective and your task is to stop the villain — called Abru Cadabra — blowing up the Houses of Parliament. The game is a deptarture from the **Technician Ted** platform style as it features **Back to Skool** type forced perspective graphics and utilises a novel "screen-flipping" techinque.

■ Fourteen-year-old **Garrick Stark** proudly displays the game design which has won him a free trip to San Francisco.

And not only that. His game, **Starblade Quest**, will be turned into a commercial computer game by **Activision**.

Garrick was one of 10,000 people who submitted designs to the competition after it announced on BBC TV's **Saturday Superstore** programme. C+VG's Editor **Tim Metcalfe** was among the judges with Activision's UK chief **Hugh Reece-Parnell**.

The story submitted by Garrick, who comes from Edinburgh, is about the adventures of mercenary Jax Stardo and his quest for the starblade. It took him just three weeks to finish the storyboard for Starblade Quest. But it will be three months before Activision have completed the game.

■ If you've been watching **Channel 4's Chart Show** on Friday nights you'll have noticed a nifty program on a BBC micro, containing info about the bands appearing on the video — if you are quick enough to read them!

The software for this was created by **Benni Notarianni** and **Anna Williams** of the **Electric Penic Company**. The people who brought you the classic **Zoids** game released on the **Martech** label.

■ Right now we're waxing down our surfboards for British Surfing Association/Computer + Video Games Computer Surfing Championships 1986.

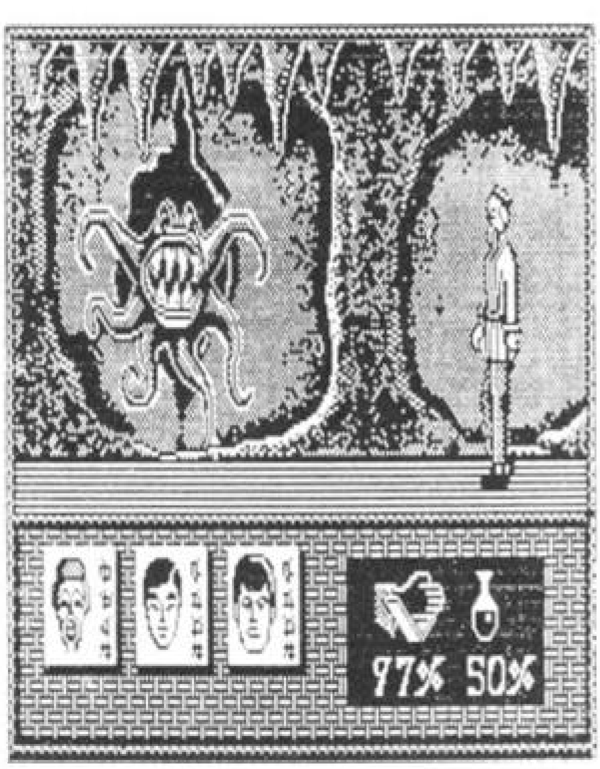
And if you're good enough at riding the waves, you could win a place in the final to be held in Newquay, Cornwall, in September, which will coincide with the World Surfing Championships.

The Computer Championships will be fought out on **Surf Champ**, from the Irish software house, **New Concepts**.

New Concepts says Surf Champ, which is now available on the Spectrum and Commodore 64, is the ultimate sports simulation, as near the real thing as possible. The game is also revolutionary in that it abandons the use of a joystick or the keyboard as a means of control.

■ Our spies tell us that **U.S. Gold** will be releasing the home computer version of **Gauntlet** — as featured in The Edge's **Arcade Action** pages way back in December. **Gauntlet** is a D&D style adventure and features characters like Questor the Elf, Thor the Warrior, Merlin the Magician and Wyra the Valkyrie and the evil Grimreaper. The arcade version features four player action with simultaneous play — but a solo player can also enjoy **Gauntlet**. The characters have to find an exit from the dungeon, kill Grimreaper and fight of legions of Grunk and Lobbers. Hectic stuff!

■ Martial arts mania hasn't gone away since **Fist** exploded on the scene last summer. Now prepare your self for **Fist II: Return of the Legend**. This game — programmed by Gregg Barnett — will hit the streets sometime in August and will take the Fist legend one stage further. Our hero will have weapons and will fight different characters in different locations. Fist will have to grapple with his opponents as well as using his martial arts skills. Watch for C+VG's preview coming soon.



■ Last issue we told you about **Big Trouble in Little Shining,** the latest game of the film from Activision/Electric Dreams stable. Well, in fact it's Little **CHINA.** Sorry! Anyway here's a look at the storyboard of the game which is being developed by the **Focus** team. The basic idea is that a Chinese villain called Lo Pan is trying to appease a demon in order to secure the gift of immortality. To do this Lo Pan has first to marry — then sacrifice — a Chinese girl with green eyes. Lo Pan has done the capturing bit — in fact he's got two girls! — by the time you arrive on the scene. Now it's your job to help the three rescuers Wang Chi, Egg Shen and Jack Burton to save the ladies from Lo Pan's evil clutches. There's lots of martial arts action involved in the film.

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Screen shots taken from various computer formats

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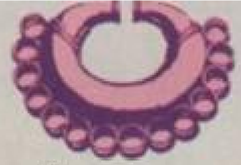
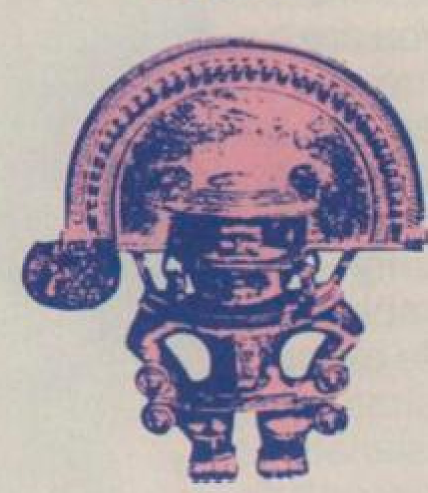




Chapter One

“O'Donnell!”Patrick O'Donnell hastily took his feet off his desk and shoved the whisky bottle out of sight. He jumped to answer his Editor's bellow which echoed across the *Saturday Post's* busy newsroom. “Another waste of time,” he muttered to himself.

The Editor shouted at the phone, slammed it down and then glared balefully at him.

“O'Donnell,” growled the Editor. “That idiot Pemberton-Smythe has got back from South America and has discovered some funny tomb or other. I want you to get me a story.”

“Everyone's heard about it already!” protested O'Donnell. It's a dead story.”

“Get me a story, and you better make it a good one. Lots of human interest.

O'Donnell sighed, “OK. You're the boss.”

Chapter Two

The next day O'Donnell and several other reporters were gathered at the mansion of Sir Pericles Pemberton-Smythe. As he looked around the ornate house he was impressed. O'Donnell felt he was a rich man at heart, he just didn't have any money. What money he had, he spent on drink.

When the lecture started Pemberton-Smythe droned on about ancient civilisations. “Boring idiot,” muttered O'Donnell. He wanted human interest. The romantic angle. That's what sold papers like the *Saturday Post*.

The old man began to describe the background of his expedition to the tomb of the daughter of Xipe Totec, an ancient South American Sinu God.

This was rapidly becoming worse than school. O'Donnell was just dropping off to sleep when Sir Pericles paused and lifted his glasses onto his forehead.

“Perhaps you'd be interested in this inscription,” he said. “I copied it from over the entrance to the tomb.”

“My dear friend, Professor Kite here, has kindly translated the symbols,” Pemberton-Smythe added.

The old explorer handed the paper over to a nervous young academic at his side. “Err, Gentlemen of the Press,” he began. “The inscription is a curse. The meaning is rather obscure, but a rough translation is that a hideous death will befall the daughter of whoever violates the tomb. I am sure that Pemberton-Smythe would have thought twice if he knew he was risking his daughter by going on.

All eyes immediately switched to the attractive girl sitting at a desk in the corner. She blushed delicately.

“That must be Daphne,” thought O'Donnell.

After the lecture was over the journalists jostled to get at the bits and pieces the explorer had brought back.

O'Donnell was not interested in broken pots and other rubbish. He was interested in Daphne. He found her still sitting at her desk.

O'Donnell introduced himself. “Aren't you interested in archaeology, Mr O'Donnell?” she asked. “Of course,” he lied “I just don't like crowds,” pointing at the crush around the exibits.

O'Donnell eyed the girl appreciatively. She had everything, youth, beauty, and money.

“Do you ever go to London?” he asked as casually as he could. “Sometimes. Why?” she replied.

“No reason, except that I'd like to meet you.”

“I don't think Roger would like me to see another man, we're engaged you know.”

“Lucky man,” sniffed O'Donnell enviously, eyeing the Professor who was busy swapping anecdotes with Pericles.

Chapter Three

Some months later when O'Donnell had all but forgotten his encounter with the Pemberton-Smythes his phone jangled in the office early one morning.

“Hello,” he growled. Barely awake.

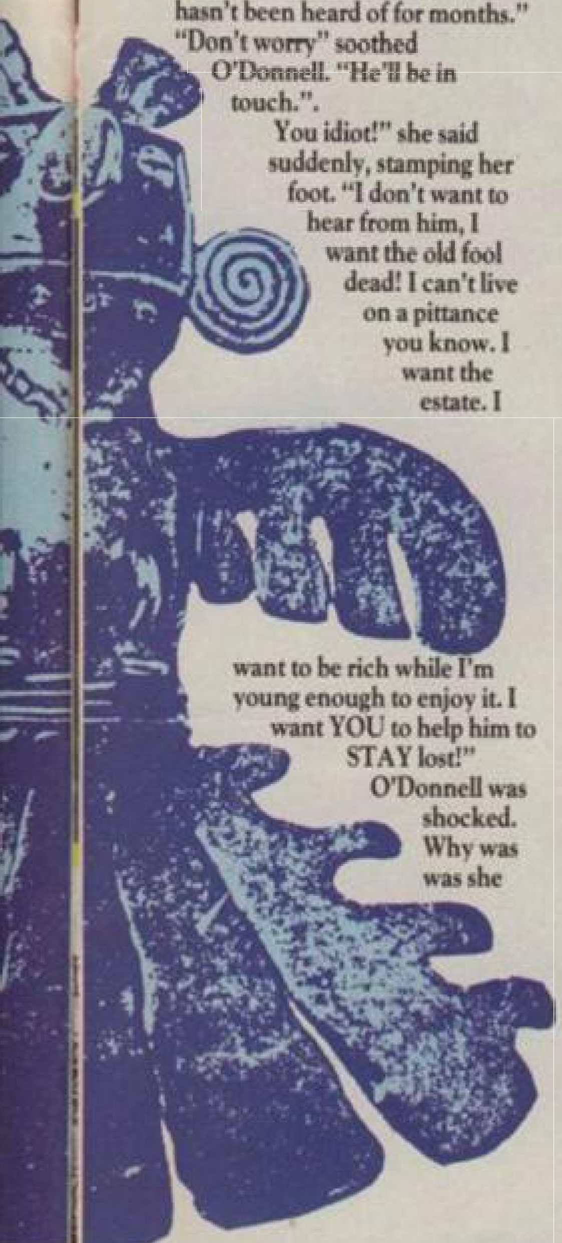
“That's not a very nice way to speak to me,” said a woman's voice. “Daphne!”

Patrick sat up in his chair.

“What can I do for you?”

“I'm going to be in London today, and I was wondering if you'd still like to see me?” she twittered.

URSE THE UNTOLD STORY



O'Donnell didn't need to be asked twice.

Daphne was already waiting when O'Donnell arrived, breathless, for their lunchtime date.

"Hello!" he said, for once lost for words. She looked up and O'Donnell saw she had been crying. "What's wrong?" he asked.

"It's Daddy," she said tearfully. "Shortly after the lecture he returned to South America. He hasn't been heard of for months."

"Don't worry" soothed O'Donnell. "He'll be in touch.".

You idiot!" she said suddenly, stamping her foot. "I don't want to hear from him, I want the old fool dead! I can't live on a pittance you know. I want the estate. I want to be rich while I'm young enough to enjoy it. I want YOU to help him to STAY lost!"

O'Donnell was shocked. Why was was she telling him this? Daphne leaned forward. She looked coy and alluring. "You find me attractive, don't you?" she said. "Of course, but you're engaged to Roger." O'Donnell swallowed hard.

"He's only interested in old pots, I want some fun!"

Obviously there was still a chance for Patrick.

Daphne outlined her plan. She would go in search of her father, as befits a dutiful daughter. Roger and O'Donnell would go with her. O'Donnell's paper would pick up the bill.

Once in Columbia they would follow the Pemberton-Smythe's trail until they discovered him. If he was not already dead O'Donnell would have to "dispose" of him. Roger would be "lost" later.

"I'm sure you know what to do about Daddy" said Daphne in her sweet little voice, "As for Roger— well, he's always liked jungles."

O'Donnell saw Daphne in a different light. She was not a young helpless girl, but a hard and ruthless women prepared to go to any lengths for what she wanted.

O'Donnell had doubts, and Daphne saw them in his eyes. She smiled softly at O'Donnell.

"Of course, perhaps you don't want me, or my money . . ."

Chapter Four

"An Expedition to South America!" exploded the Editor. "Why not a trip to the moon!?"

"This is a good idea. The human angle. The loving daughter and her devoted fiance go battling through the heat of the jungle in search of her father, and the *Saturday Post* there every step of the way,"

The Editor sat back to think, chewing his cigar. "OK, O'Donnell I'll buy it, how much and how long?"

"It's for the benefit of the paper," said O'Donnell disingenuously.

Chapter Five

The boat arrived in Quito a week later. The heat was almost unbearable, and there were flies everywhere.

Roger and Patrick went in search of a guide who could lead them to the tomb, leaving Daphne to rest in the hotel.

They were directed to a bar in the city where they found an old man who had lived in the Sinu jungle.

"Yes, I know the place you seek, but I will not take you there," he said slowly.

"Why not?" said Roger. "We'll pay you well."

The old man shook his head. "You could not pay enough, Sénor. Not even if you offered me all the gold of El Dorado. The gods guard their rest, my friends. The do not like to be disturbed."

"Long ago the god Xipe Totec came to the Sinu, down from a night sky in his silver fire chariot. Over many years the people grew in the skills of war and peace.

"He was a cruel master, only the blood of his people could sustain him. When the renewal of his being was needed, he would rest for many months, until ready for his servants to wake him.

Undeterred by the old man's grisly tale Roger explained their mission to find Pemberton-Smythe. The old man relented.

"I thought you to be mere treasure hunters. But I can see you have a real need to reach the lost tomb. I am too old to go on an expedition through the jungle— but I do have this map which will help you . . ."

He pulled a crumpled and torn piece of parchment from among the rags which clothed his thin frame. O'Donnell thought it looked like a strip of human skin . . .

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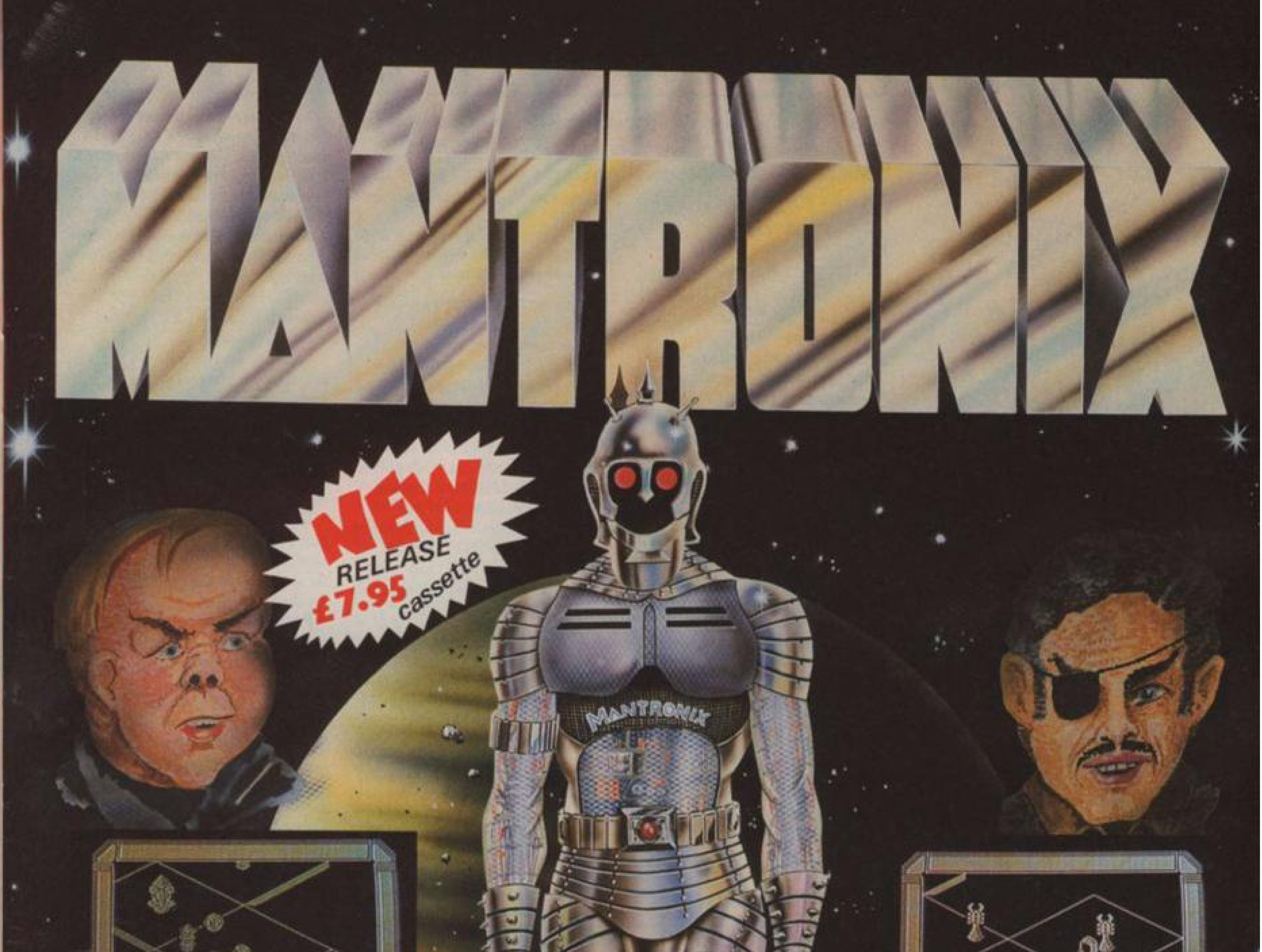
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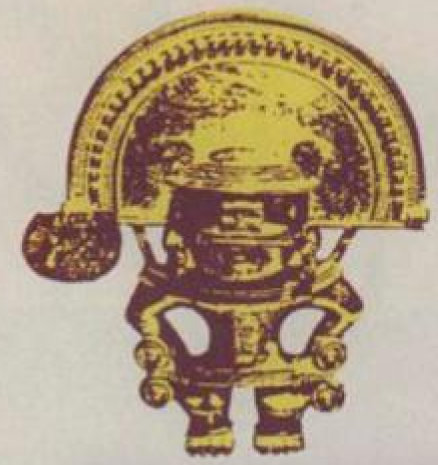
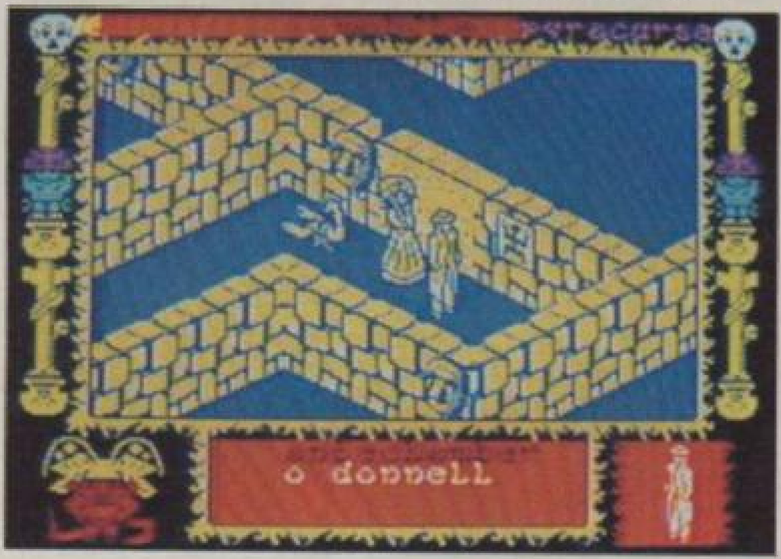
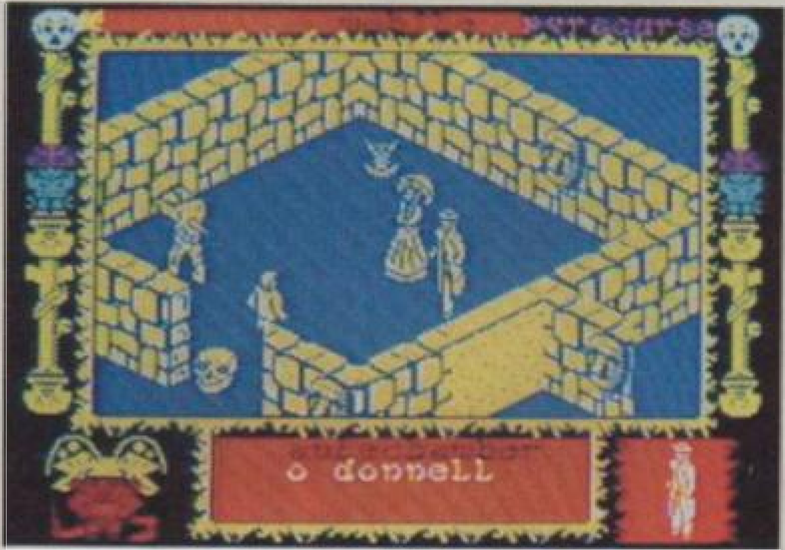
Mark Goodall and Keith Prosser are the people behind the latest "adventure movie" from Hewson. *Pyracurse* follows firmly in the footsteps of the "adventure movie" game theme pioneered by Steve Turner in *Avalon* and *Dragontorc*. But you haven't seen anything quite like *Pyracurse*.

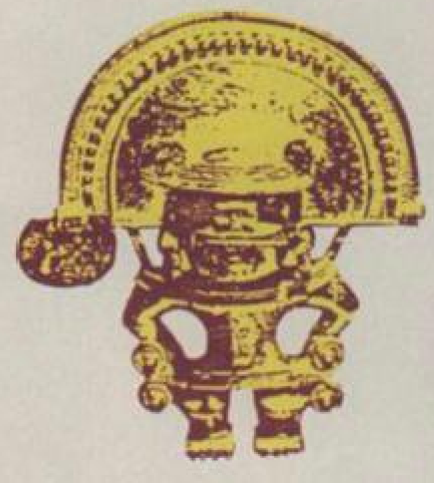


Set in South America in the 1930s, the game features three main characters. Patrick O'Donnell, reporter for the *Saturday Post*, Daphne Pemberton-Smythe, Professor Roger Kite and Frozbie the dog go in search of archaeologist Sir Pericles Pemberton-Smythe, who has disappeared in the depths of the Sinu region.

Their travels lead them to the tomb of the daughter of Xipe Totec, an ancient and supposedly immortal god. They have to battle with the evil scorpions and undead guardians that roam the inner chambers. Only by helping each other can they ever hope to survive.







The game features isometric 3D projection with full hidden object removal and high speed multi-directional scrolling.

Once the game is loaded you see the imposing entrance to the tomb. The four members of the expedition are standing expectantly at the entrance.

At the top of the screen is a window displaying your current mode of operation. you start in mobile mode. To the left, a coloured band indicates the energy status of your current character. If the energy level falls to zero your character will die.

At the bottom centre of the screen is an information and menu window. This is similar to the *Dragontorc* scrolling menu. It allows you to select the different characters, call up an inventory, manipulate objects - like the servant mode in *Dragontorc* - and "lead" other characters. Initially this window displays the name of the character you are controlling and the location that this character finds him/herself in.

As you play you'll discover that the different characters have different skills and uses.

O'Donnell is the strongest member of the group. He's useful for breaking pots which you'll find inside the tomb and which contain useful items. Daphne is better at finding things than the others. Frozbie tends to enjoy digging through the dirt. Professor Kite is good at using the ancient objects left in the tomb.

The monsters you'll find are not very clever but they are extremely single-minded. They will not stray far from their posts but they will chase you if you get too close to them. Fortunately there are ways of disposing of them!

If one of your characters is killed his remains will lie where he fell. One of the other characters may be able to locate the molecular enzyme which gave Xipe Totec immortality. You can use it to revive your dead companion.

There are many items for you to collect and use scattered around the tomb. To pick up an object, select mobile mode and walk up to the item you require. As you collect it the graphic window will flash and show you a picture of the item. Each character may carry up to three items at a time.

If you wish to unlock a chest or activate a key plate with a key collected previously, select the character who has the correct key and place him adjacent to the chest or plate.

Press fire to obtain the selection menu in the lower window and use the control keys or joystick to highlight the word "Inventory".

Press fire again and the three items carried by the character appear in the information window. Scroll to the items required and press fire again.

Use the main controls to manoeuvre the object over the chest or plate and observe the results. Whenyou have done so, press fire again to return you to mobile mode.

To release the characters who are following you, press fire to obtain the selection menu and scroll to the word "Solo" and press fire again.

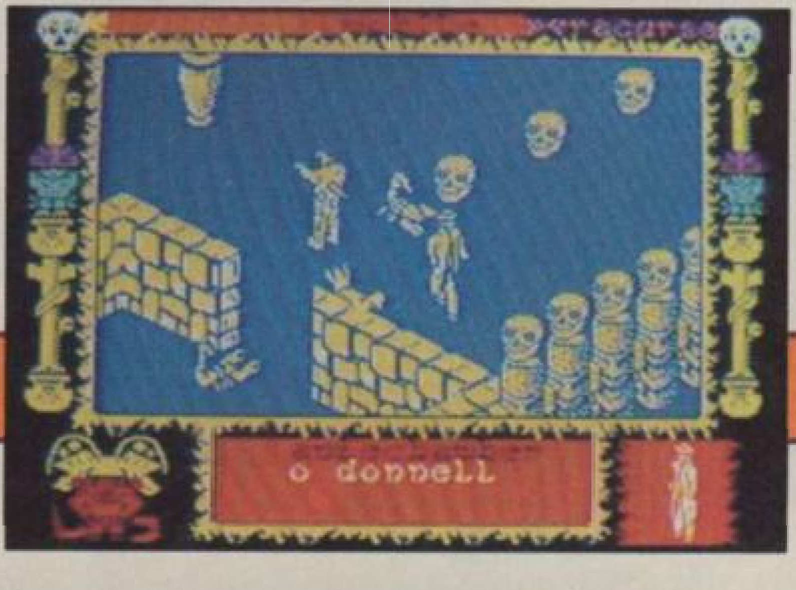
The other characters will now wander off by themselves.

Manipulating the characters and getting them to do all the right things for you will be crucial when playing the game.

Watch out for the strange little droid. What's a droid doing in an ancient South American tomb? Well, you'll just have to play the game to find out.

Pyracurse will be released on June 26th and is well worth the £9.95 price tag.

It will run on the Spectrum, Spectrum Plus and 128-in 48K mode. You'll curse yourself if you miss it...



We've managed to get our hands on the map which the old man gave to O'Donnell and Professor Kite. Unfortunately the location of the tomb has been wiped mysteriously from the parchment! If you'd like to be the proud owner of the C+VG Pemberton-Smythe Explorer's Kit all you have to do is use the map and clues below to work out exactly where the tomb entrance is. Once you've worked out the location, and the route you have to take to get to the tomb, mark them on the map and send it to Computer and Video Games, Pyracurse Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is July 16th. Normal C+VG rules apply and the Editor's decision is final. Got that O'Donnell!

Twenty lucky runners up will get copies of *Hewson's* ***Pyracurse*** game — if they own a Spectrum — or a copy of the number one smash *Uridium* for the 64. So what are our waiting for, Tarzan?!

Use the map to help you make your decisions. Well tell you if you managed to discover the tomb's entrance next issue. In the meantime just don't follow too many false trails. Don't forget to mark the route you take clearly on the map provided before you send it off to us and don't forget to include the coupon and "decision sheet" with your entry. May the ancient gods protect you — you'll need all the help you can get!

The old man tells you to go further up river to the missionary's encampment marked on the map. When you arrive to question the locals about the whereabout of the lost tomb. There are rumours about a cave hidden in the jungle to the west of the mission and about the ruins of an ancient city which you can only reach by travelling further upstream in native canoes.
Do you:
A) Decide to attempt to discover the lost cave in the jungle?
B) Hire canoes to travel upriver to find the ruins of the ancient city?

● If you decide to find the cave turn to question 2. If you want to travel to the ancient city turn to question 3.

2. After days of hacking through the thick jungle you come across a vine covered cliff and the dark entrance to a cave. You hack away the vines covering the entrance, light a torch and enter. In the flickering light from the torch you see a golden scorpion ornament hanging on the rock wall underneath the ornament there is an interesting looking pile of sand. Do you:
A) Get Frozbie to dig in the sand?
B) Try to take the golden scorpion ornament from the wall?

3. It's not an easy journey upriver to the lost city. But after a couple of days — and many sets of rock strewn rapids — your party reaches the ruins. On exploring them Professor Kite finds what looks like an entrance to an underground tunnel. Do you:
A) Light a torch and enter?
B) Decide that it looks too dangerous and keep exploring the ruins for clues?

4. After spending days in the jungle/ruins looking for a way across the river you dedice it would be nice to find some civilisation and get more supplies for the expedition. You notice on the map that there's a native village not far from the ruins/cave. Do you:
A) Decide to return to the mission where you know you'll get a friendly reception but which is quite a long trek away?
B) Go to the native village which is much closer?

● If you decide to return to the mission go to question 5. If you decide on a trip to the native village turn to question 6.

5. Back at the mission you come across an old woman who tells you about a strange temple and a mysterious "smoking mountain" in the jungle to the north of the town. To reach them would mean another long trek upriver to the only bridge — a rickety wooden affair across a deep gorge.
Do you:
A) Decide to find the bridge?
B) Visit the lost city/cave?

● If you decide to visit the cave turn to question 2. If you decide to visit the ruins turn to question 3. If you decide to travel upriver to the bridge turn to question 7.

6. You discover the native village and the inhabitants seem friendly enough. The chief says that there's a feast planned for the evening and invites you to stay.
Do you:
A) Accept his invitation and allow yourself to be taken to a special hut prepared for visitors?
B) Say you are behind schedule and ask for provisions to be brought to you so you can leave as soon as possible?

7. You find the bridge. It's made of wooden slats and held together with vines. It doesn't look very safe.
Do you:
A) Attempt to cross the bridge one at a time?
B) Try to find some other way to cross the river?
C) Cross the bridge together?

● If you decide to cross turn to question 8. If you decide to find some other way across turn to question 4.

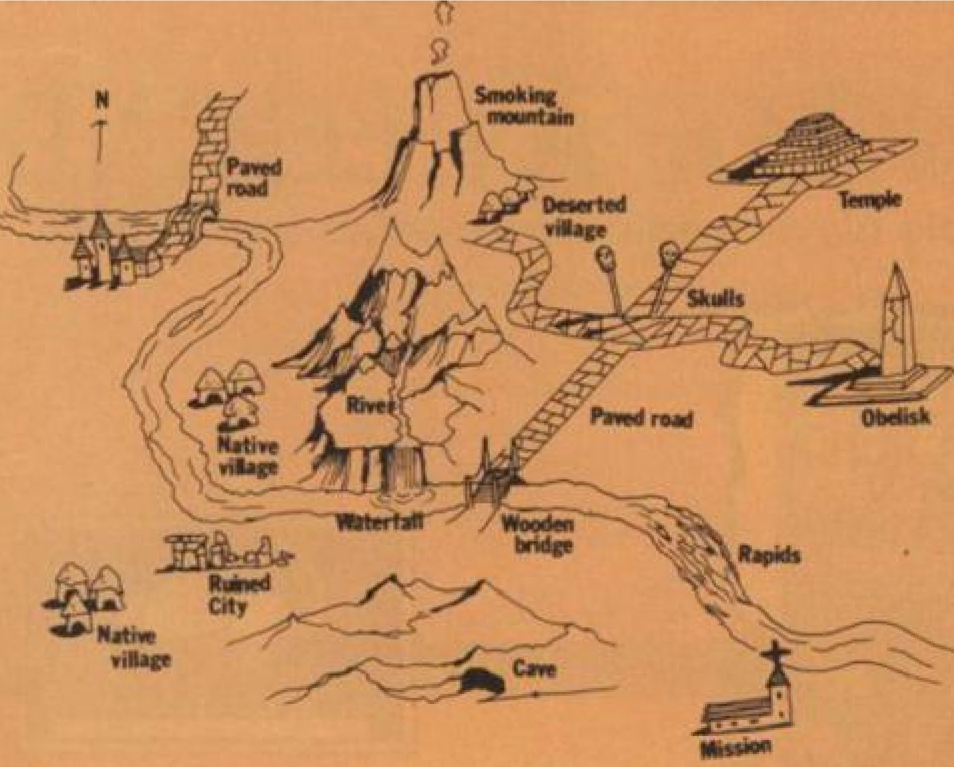
8. You manage to cross the bridge and find a paved path way through the jungle. You follow it until you find a crossroads. One road leads into the jungle. One leads towards the "smoking mountain" described by the old woman. Another leads off in the direction of the ancient temple which you can just see above the jungle canopy.
Do you:
A) Go to the "smoking mountain"?
B) Go to the temple?
C) Follow the path into the jungle?

● If you go to the mountain turn to question 9. If you go to the temple turn to question 10. If you follow the path turn to question 11.

9. In the shadow of the "smoking mountain" you discover a deserted village. In one of the houses you find a large jar covered in odd markings. The only way to open it seems to be smash it.
Do you:
A) Smash the jar?
B) Return to the crossroads? (Question 8)

10. You reach the temple and climb to the top where you find an entrance to the interior of the structure.
Do you:
A) Light a torch and enter the temple?
B) Return to the crossroads? (Question 8)

11. You follow the path into the jungle which seems to close in around you. Suddenly you come across a small clearing. In the centre of the clearing there is a weather-beaten obelisk covered in strange markings. The path doesn't seem to go any further.
Do you:
A) Examine the obelisk?
B) Give a heavy sigh and tramp back to the crossroads in an attempt to find something more interesting?



1.	A	B	
2.	A	B	
3.	A	B	
4.	A	B	
5.	A	B	
6.	A	B	
7.	A	B	C
8.	A	B	C
9.	A	B	
10.	A	B	
11.	A	B	

Name ____________________

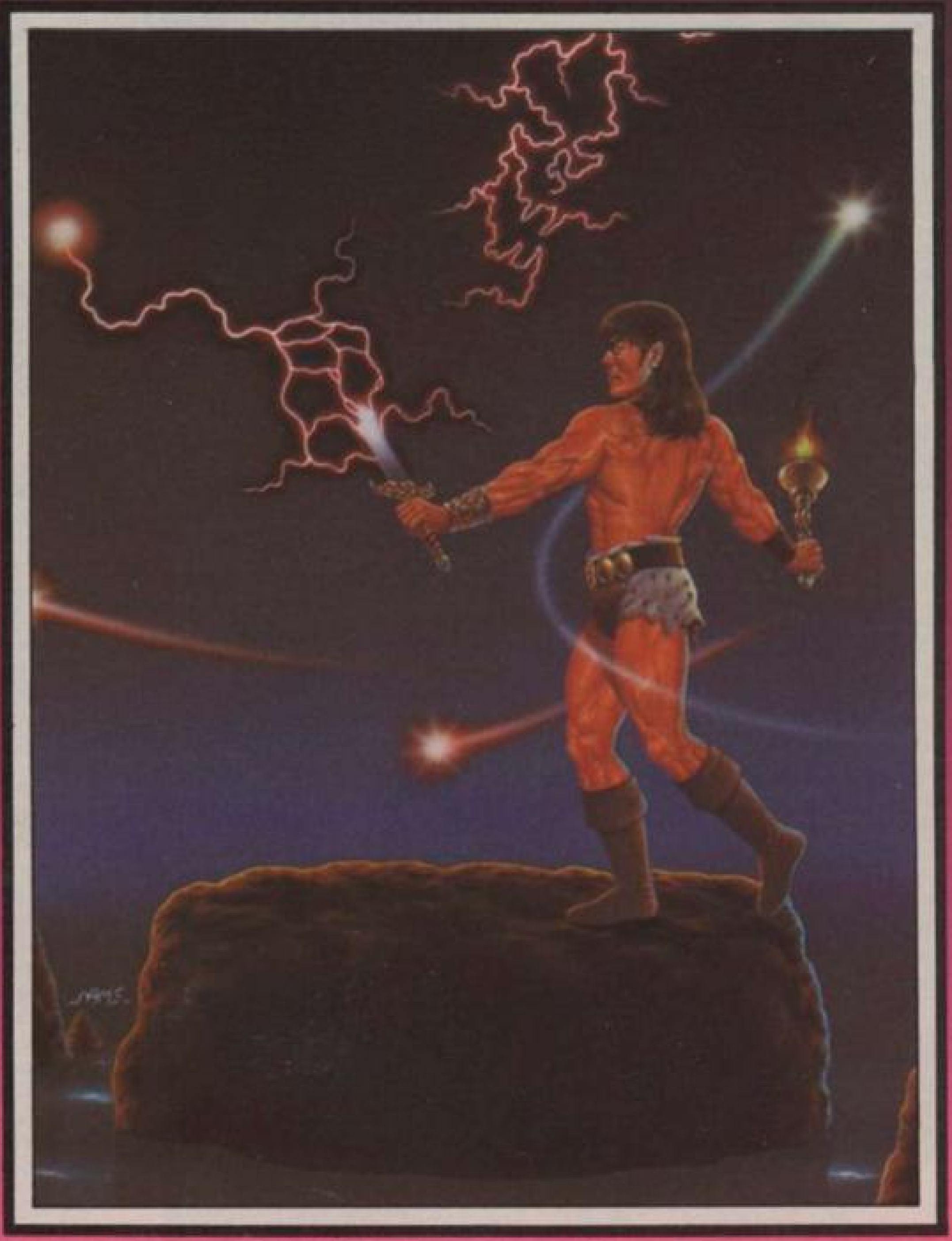
Address ____________________

____

Age ______ Computer Owned ____________

*Mark your choices on the decision sheet and send the map and completed coupon to Computer and Video Games, Pyracurse Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

MANDRAGORE



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INFOGRAMES

GAME OF THE MONTH

This is C+VG's highest honour. It's granted to the game which, in our honest opinion, is the most playable, original and exciting game released during the month. We look for all the key points listed below — but also that extra added ingredient which makes the game stand head and shoulders above the best of the rest.

C+VG HIT!

This symbol is C+VG's way of telling you a game is the BUSINESS!

GRAPHICS

Is the game graphically great — or do the graphics grate? This mark puts you in the picture and lets you know if all things are sprite and beautiful.

SOUND

Is the sound loud and proud — or does it sound like you've got your head stuck in a bucket of mud?

VALUE

Should you beg, borrow or even steal the cash to get your hands on the game and be the envy of your friends? Or will it be better to wait until the game appears in the bargain bin? Find out here.

PLAYABILITY

Will you be dragged screaming from the joystick after 24 hours continuous play — or will the mere sight of the loading screen send you running to switch off the machine?

• If you're one of those people who likes percentages instead of marks out of ten, the solution to your problem is simple — just add a zero and a % sign to our marks. Easy, isn't it?

● STARTS HERE

THE PLANETS

- **Machine:** Spectrum
- **Supplier:** Martech
- **Price:** £9.95

Prepare yourself to boldly go where no computer game has gone before. Martech's *Planets* take you on a trip through our galaxy and actually down to the surface of these heavenly bodies.

Created with the assistance of Heather Cooper, president of the British Astronomical Association, the game takes you on a trip across the galaxy in search of some alien capsules which contain clues to help you save the Earth from destruction.

The scenario goes like this. Life on planet Earth is coming to an end. A series of monumental natural disasters has thrown the Earth's climate into a deadly spiral — a second Ice Age has already begun.

A metal capsule plummets through the atmosphere. It contains a map of the Solar System and shows the position of eight similar capsules, one for each of the Earth's planetary neighbours.

A radio signal is received from deep space. When decoded it is found to be a computer program. The program is loaded into a suitable microcomputer. A strange game unfolds which appears to obey certain complex rules.

You are on a routine mission within the solar system. For the past month the problems which beset Earth have intensified. As each day passes the news which reaches you worsens. Is life on Earth coming to an end?

News of the signal from deep space and the mysterious capsule are communicated to you. The capsule has landed in a mountainous region of Switzerland.

This is where you come in. The first task in this game is to land on Earth, decode the capsule's security device and get back to orbit around your home planet. Only then can you continue with the rest of the game.

Planets is really four games in one. There's the landing and take-off sequence, the planetary search sequence, the separate "weird" or alien puzzle game, and the decoding the capsule game.

Once you've landed you can send out your robot craft to retrieve the alien capsule.

Once back in orbit you call up the interplanetary chart and decide which planet you wish to visit first.

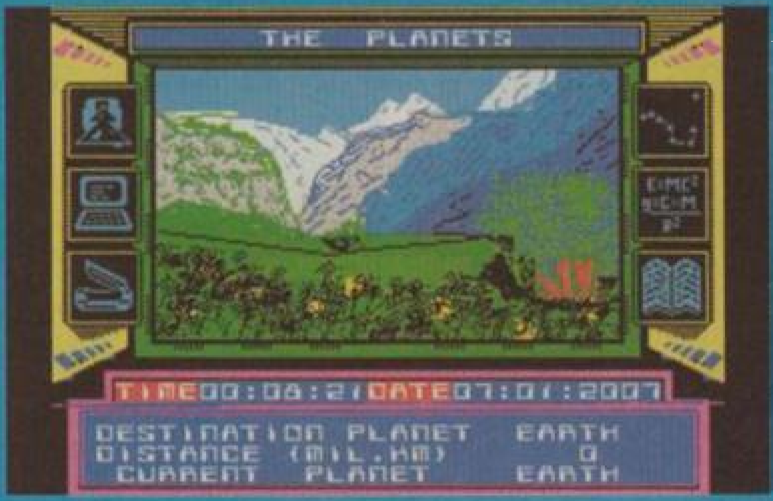
Notes of tape counter positions will be useful. There's no explanation of this on the instruction sheet, so beware.

At your chosen destination it's back to the lunar lander routine — after you've taken a few potshots at oncoming asteriods.

The game is controlled by icons in an extremely effective fashion and features neat "windowing" techniques.

It's not instantly addictive and won't appeal to arcade addicts currently into *Commando/Uridium* — BUT Planets does present a true challenge and will reward anyone who takes the time to REALLY play the game.

● **Graphics**	8
● **Sound**	6
● **Value**	9
● **Playability**	8



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THE PLANETS
TIME00:08:21DATE07:01:2007
DESTINATION PLANET   EARTH
DISTANCE (MIL.KM)        0
 CURRENT   PLANET    EARTH
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SHADOWFIRE

- **Machine:** Amstrad
- **Supplier:** Beyond
- **Price:** £9.95

Once again the Enigma team do battle against all odds, to rescue the Ambassador and capture General Zoff!

This time the mission is on the Amstrad, but it's just as daring. You have the power to command the Engima team, by using icons, and must make the mission a success, at any cost!

The Engima team is made up of the following characters:

Zark Montor: Human, Commander of the Enigma team.

Syylk: Insectoid, excellent fighter and second in command.

Sevrina Maris: Human, excellent markswoman and locksmith.

Manto: Droid, he is priceless, lose him before the mission ends and you cannot escape.

Torik: Avian, excellent with explosives, makes a good scout.

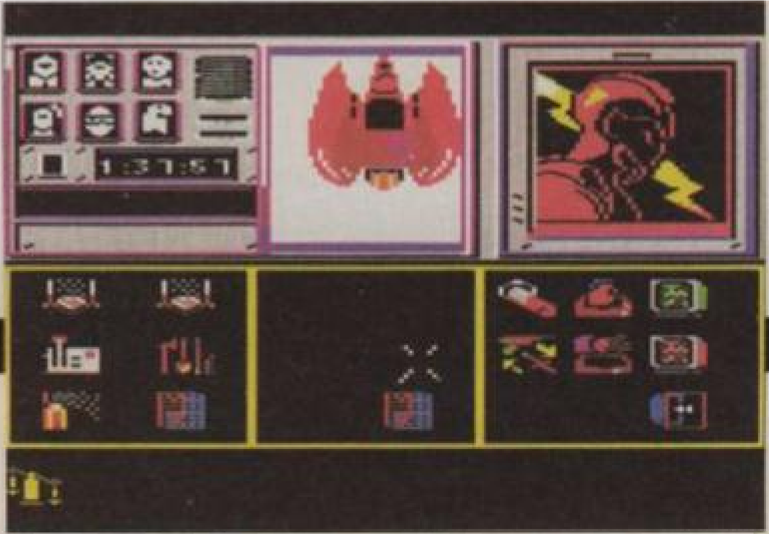
Maul: Powerful combat droid, strongest member of the team.

Your mission is to rescue Ambassador Kryxix, capture General Zoff, and destroy the ship, Zoff V. You have a time limit of one hour and forty minutes.

The graphics on this game are pleasantly coloured, and the icons are very clear, apart from the odd one or two perhaps. And while you play, the *Shadowfire* theme tune plays away in the background.

Overall its a good game, one for strategy fans, as well as adventure freaks. I think it's a good buy.

● **Graphics**	8
● **Sound**	7
● **Value**	8
● **Playability**	8



MERMAID

- **Machine:** C64
- **Supplier:** Electric Dreams
- **Price:** £9.95

If we told you that the star of the latest Electric Dreams release was a tubby, stout swigging mermaid you wouldn't believe us, would you? Well it's true. Her name is Myrtle and she'll soon be giving Sam Fox a run for her money in the sex appeal stakes!

Myrtle is after a man — Gormless Gordon the diver to be exact. The only problem is that Gordon isn't that keen on poor old Myrtle.

At the start of the game you see Gordon leap off the end of a pier in order to escape Myrtle's romantic intentions. He swims off, hides under a wreck and gets himself trapped. Stupidly, forgetting that he won't be able to breathe underwater forever, Gordon goes to sleep.

While Gormless is oblivious to the danger he's in, our heroine Myrtle is frantically trying to find a way to rescue him. And this is where you come in.

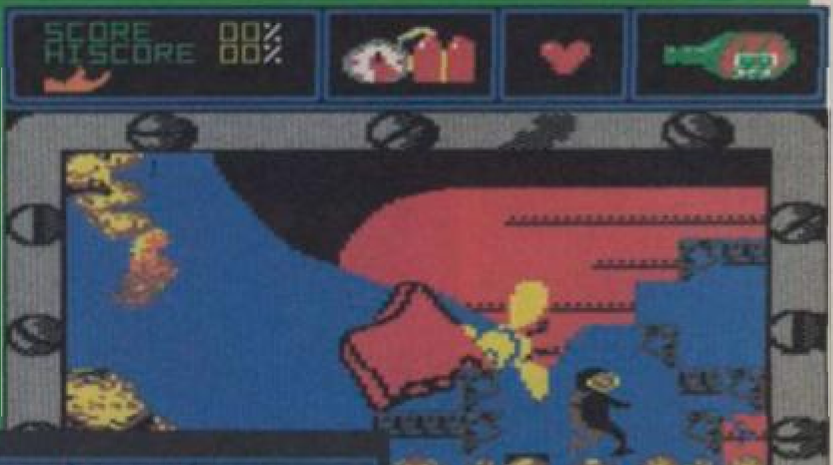
Myrtle has to wend her way through an undersea maze solving problems discovering useful objects — like dynamite and the bottles of stout she needs to swig to keep her going.

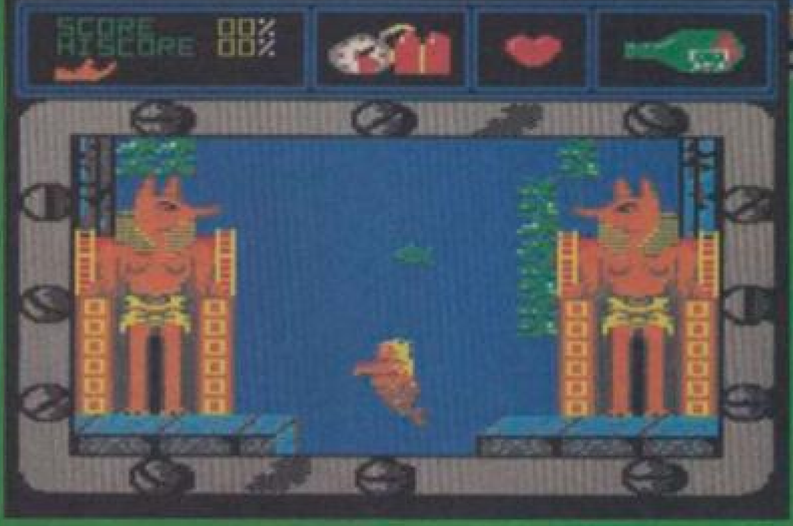
She must also avoid the dangerous sea creatures like squids and lobsters which drain her energy on contact.

Myrtle must use dynamite to blast holes in the reef and discover the lamps which help her to see in the dark undersea caverns. She must also keep an eye on Gordon's air-supply — represented in icon form at the top of the screen.

Mermaid is a pretty straightforward maze-style arcade adventure. But it's lots of fun to play. The extremely colourful cartoon style graphics are fun to look at and well animated.

It's a long time since a "cute" game like this appeared on the scene — and a welcome change from all the terribly serious stuff around at the moment.





- **Graphics** 9
- **Sound** 9
- **Value** 7
- **Playability** 7

BIGGLES

- **Machine:** CBM64
- **Supplier:** Mirrorsoft
- **Price:** £9.95

Biggles. Ah, the memories. Those were the days when all the world's troubles could be sorted out with a stiff upper lip, a steely glint in the eye and a swift upper cut.

Well now you can relive those days through *Biggles — The Untold Story*.

The plot of both film and game is as follows. Biggles and his chums are caught up in a race against time to find and destroy a new German secret weapon which could alter the whole outcome of the First World War. But things are complicated because Biggles gets caught up in strange time warp which means he gets transported back and forth between 1917 and 1986.

The Biggles game is divided up into two sections — the Timewarp and the Sound Weapon. You can play the second part of the game without completing the first but it will be difficult.

But first the Time Warp. This is divided into three sections which you swap between as, in a flash of lightning, you move through time.

Biggles in the Air (1917): Here Biggles flies over enemy territory to locate and photograph the German Sound weapon. Enemy planes and artillery continually attack him.

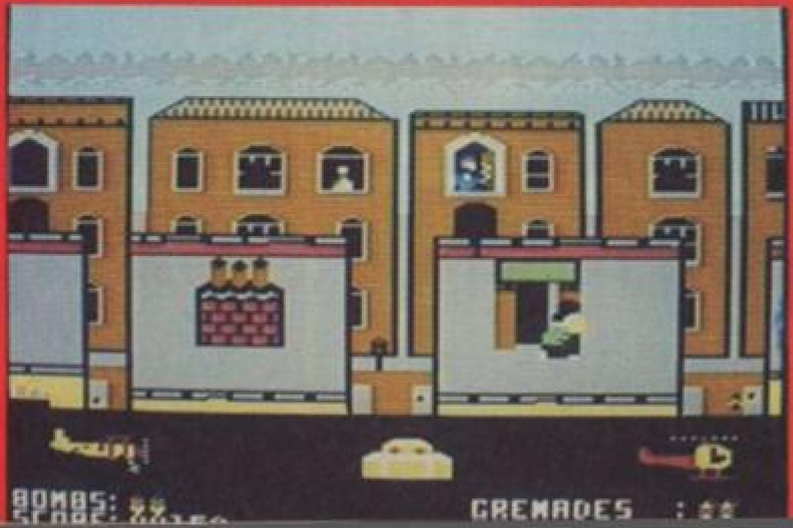
Biggles on the Battlefield (1917): Armed with a gun and grenades, Biggles must battle past enemy positions to reach the weapon's test site.

Biggles in London (1986): Here the action is set on the rooftops of London.

The second part of the game, The Sound weapon, finds Biggles and Jim aboard a helicopter flying over enemy trenches.

The one disappointment about *Biggles* the game — at least in the first part — are the graphics. They're a bit chunky and basic.

- **Graphics** 7
- **Sound** 7
- **Value** 8
- **Playability** 8



POPEYE

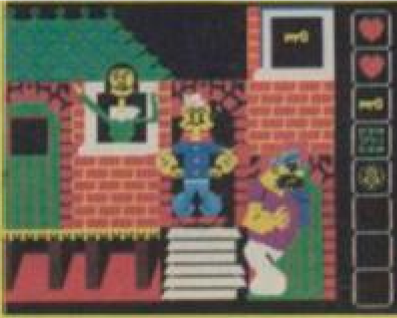
- **Machine:** CBM64
- **Supplier:** Macmillan Software
- **Price:** £7.95

Og-a-gug-gug! Crunch, splat, scrunge etc, etc. Yes, folks, everyone's favourite sailor has found his way onto a computer game. *Popeye* was around last year on the Spectrum, and now Macmillan have converted it for the Commodore.

The storyline — such as it is — goes like this. Olive Oyl, Popeye's perennial girlfriend is running short on love. To avoid the horrendous heartbreak he'd have to suffer if he lost this beauty, Pops will have to prove his affection. What better way to do this than to give her some hearts. He must travel around the various screens, picking up these, and giving them to Olive.

Once the game has loaded, you are played a rather good version of the dreadful tune which always accompanies the spinach-chewing hero. As it tootles away, the game begins, and a positive spectrum of colour fills the screen! The graphics are huge! Each character is fully animated.

Sometimes the game is a little unfair; after you get "killed", a can of spinach will come across from the side of the screen, and revive you. Unfortunately, other characters will go about their business while you're on the deck. Often you wake up just as they are passing, causing you to be decked for another few seconds.



Although the screen is presented side-on, it's possible to play in semi-3D. As well as moving left and right, you can move "into" the screen by ducking into doorways. It's quite clever.

The doorways play a more important part in the game than you may imagine. By collecting the keys which are dotted around, you can open certain doors, allowing access to more hearts.

Although the idea of the game is pretty simple, it's fun to play, and there are lots of different items, such as the witch and a fire-breathing dragon.

- **Graphics** 8
- **Sound** 7
- **Value** 7
- **Playability** 7

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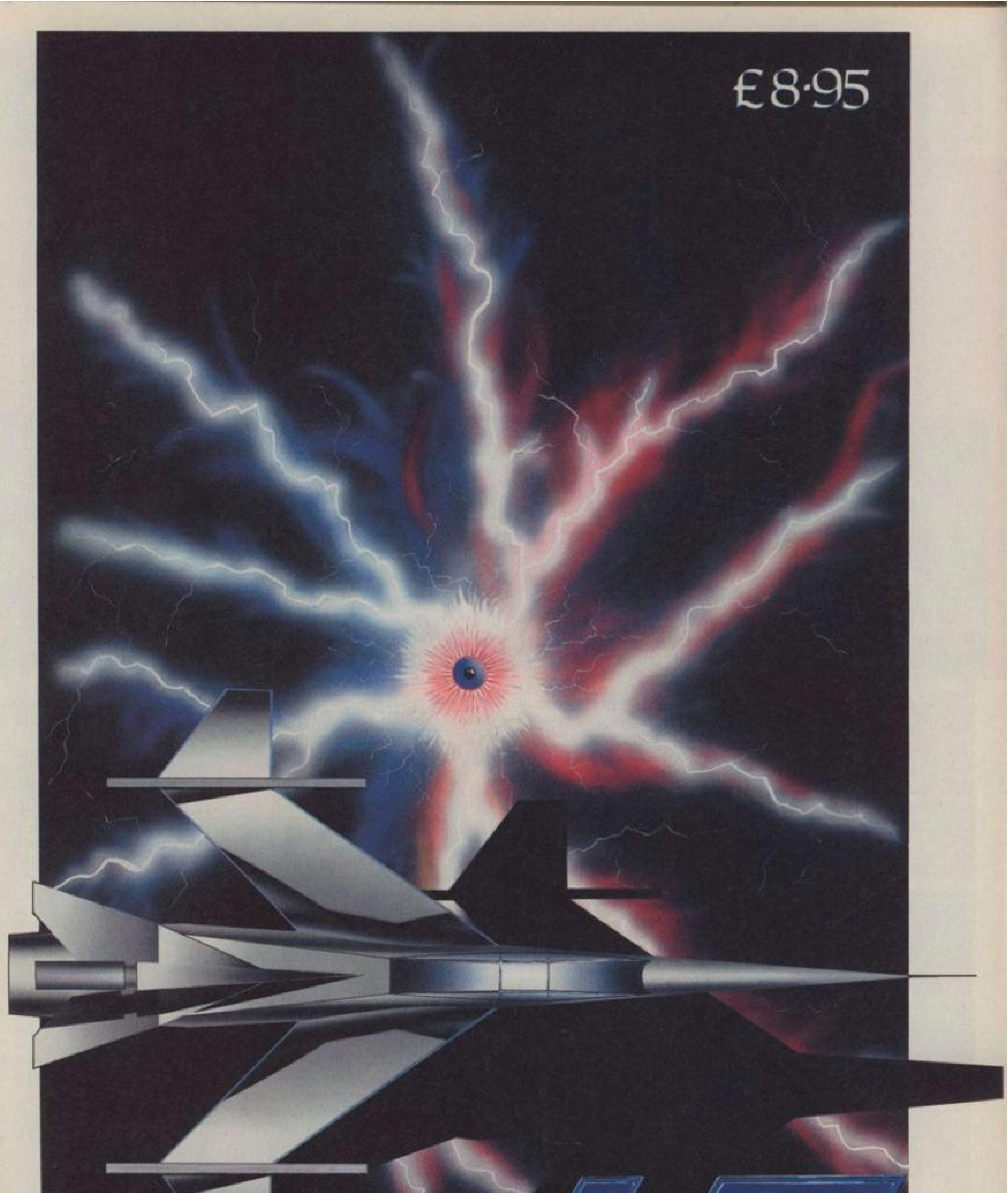

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INTERNATIONAL KARATE

- **Machine:** CBM 64
- **Supplier:** System 3
- **Price:** £6.50

Was it only last August System 3 was promising the launch of *International Karate* across all machines at once? Doesn't time drag when you're waiting for a game.

Well here, at last, is the Commodore 64 version. And very good it is as well. When the *Way of the Exploding Fist* came out it was considered brilliant. The truth is that *International Karate* is better than Fist. If only System 3 had managed to get the game out at the same time it would have been fascinating to see them fight it out in the charts.

In looks and concept *International Karate* is very similar to Fist. The major difference being in the backgrounds. In IK you progress through eight different international backdrops including New York, Rio and Sydney.

The combat is pretty much the same as Fist. Points are awarded for the various types of punches and kicks.

But there are two extra sections in IK. You can boost your score with a bout of tile smashing with your fighter's head. For each tile smashed — there are 10 of them — 100 points are added to your score.

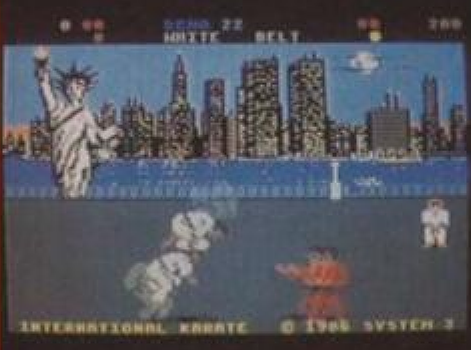
There is also another stage where you must dodge stars, spears and swords. Bonus points are again scored if you survive.

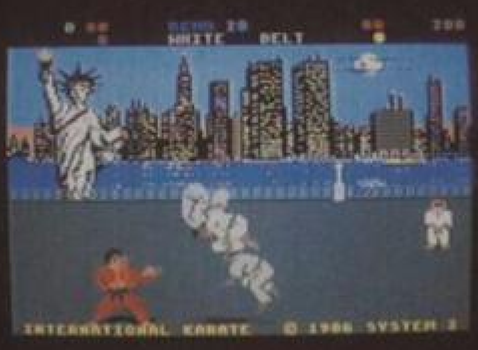
IK also has a nice touch of humour. If you leave the fighters facing each for any length of time without any action, they take it in turns to look at you and mouth encouragement at you — well, it could be encouragement.

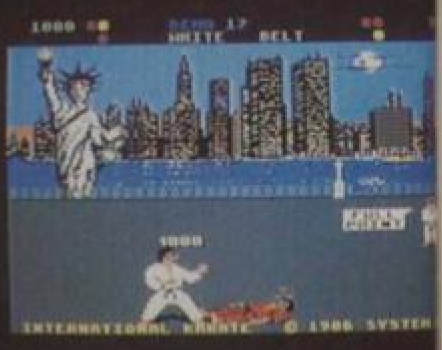
System 3 proudly announces its forthcoming games. "Coming Soon" are *Twister*, *The Last Ninja* and *American GI*. It should be interesting to see what System 3 means by "soon".

C+VG HIT!

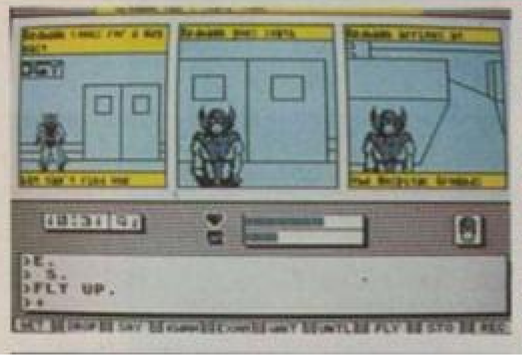
● **Graphics**	9
● **Sound**	9
● **Value**	9
● **Playability**	10







REDHAWK



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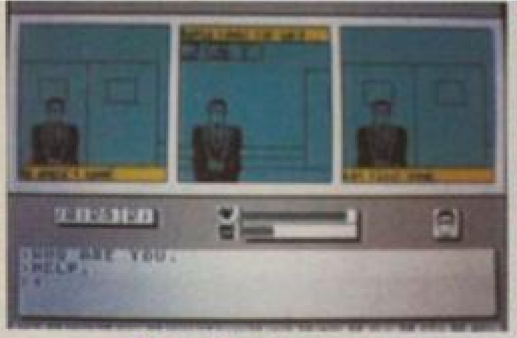


- **Machine:** Amstrad
- **Price:** £8.95
- **Supplier:** Melbourne House

After their success with *Mugsy*, Melbourne House are putting another comic-strip adventure onto the market, in the form of *Redhawk*.

In this offering, you play the role of ordinary Kevin Oliver, a typically typical person.

Things begin to veer from their typical course when Kevin wakes up in a hospital corridor, unable to remember why, or how he got there. Still, not being the sort to jump to conclusions, Kev starts plodding around the hospital grounds, until . . . "KWAH" flashes into his mind!

What can this mean? Hang on just a tick . . . If we read "KWAH" backwards, we get "HAWK" Phewee! Right. Armed with this piece of info, we can change into superhero Redhawk with the simplest utterance of said word.

Nothing particularly amazing as yet, eh, folks? However, if you — as I — tire of fighting the Good Fight eternally, the game allows you to become a super-villain, and indulge in a life of crime — much more fun!

Stumbling across a hapless policeman, I proceeded to metamorphose before him (guaranteed to unease even the most hardened cop!) and kick him around the street.

The screen is adequately presented, with the lower half allowing space for text and commands to be typed, and some variable indicators. These show some vital information, such as how strong Redhawk is feeling.

The response and speech is written in boxes in the cartoon strip itself. This is a little disturbing at first; it's easy to find yourself staring at the lower half of the screen when, in fact, the machine has already responded with a "<input> confuses Kevin".

It's an enjoyable game, and presents scope for exploration.

● **Graphics**	6
● **Sound**	5
● **Playability**	7
● **Value**	6

► CONTINUED FROM PAGE 22

PENTAGRAM

- **Machine:** Spectrum 48k
- **Supplier:** Ultimate Play The Game
- **Price:** 9.95

Well, Ultimate may play the game, but I suspect most Spectrum owners have become more than a little weary of this style of program.

The storyline is peripheral and uninterestng. Yet again, you take the role of Sabreman. This time, though, he is dressed in a wizard's costume. The "idea" is to track down the Pentagram. Why Ultimate are unable to simply explain this looks like a mystery to baffle reviewers and gamers the world over. (Well, France and Germany in fact — Ultimate have kindly translated the instructions).

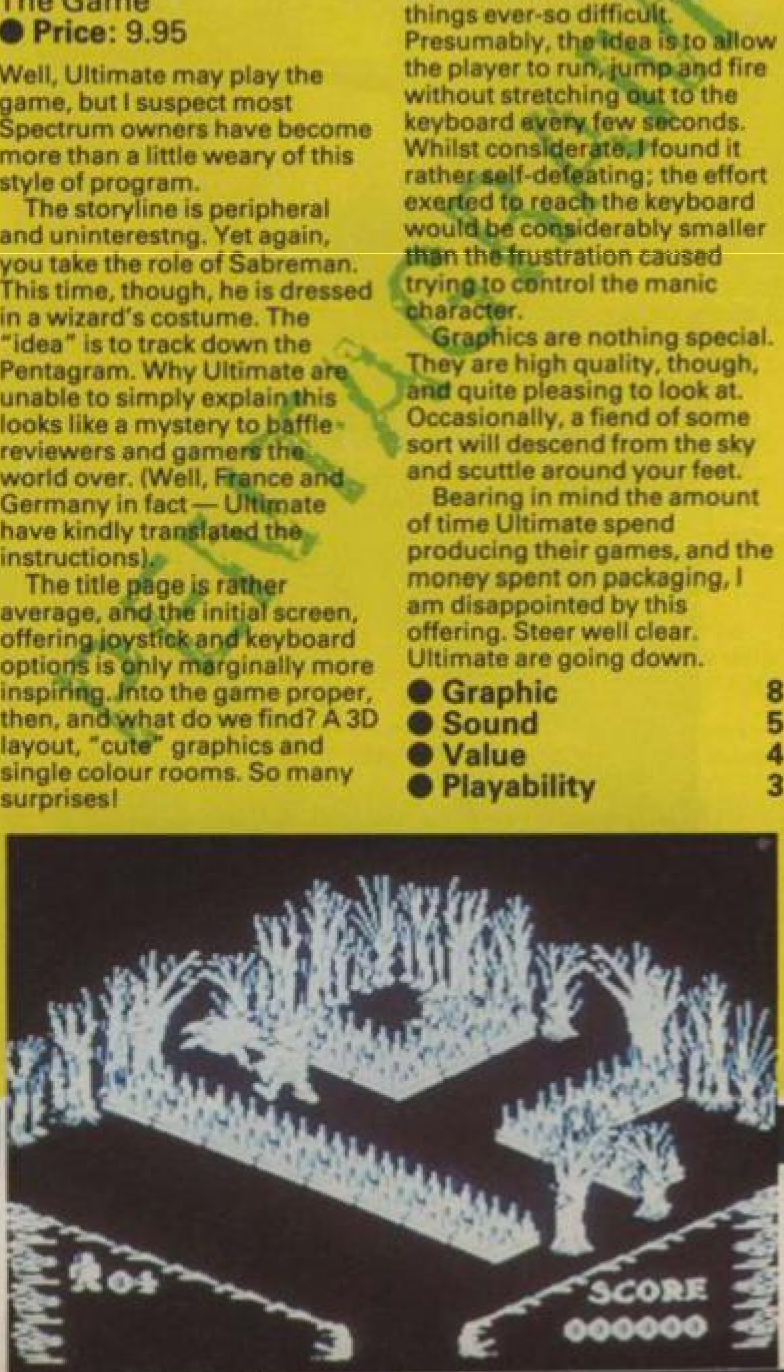
The title page is rather average, and the initial screen, offering joystick and keyboard options is only marginally more inspiring. Into the game proper, then, and what do we find? A 3D layout, "cute" graphics and single colour rooms. So many surprises!

The bizarre lack of directional control (you just spin around and move forward) makes things ever-so difficult. Presumably, the idea is to allow the player to run, jump and fire without stretching out to the keyboard every few seconds. Whilst considerate, I found it rather self-defeating; the effort exerted to reach the keyboard would be considerably smaller than the frustration caused trying to control the manic character.

Graphics are nothing special. They are high quality, though, and quite pleasing to look at. Occasionally, a fiend of some sort will descend from the sky and scuttle around your feet.

Bearing in mind the amount of time Ultimate spend producing their games, and the money spent on packaging, I am disappointed by this offering. Steer well clear. Ultimate are going down.

● **Graphic**	8
● **Sound**	5
● **Value**	4
● **Playability**	3



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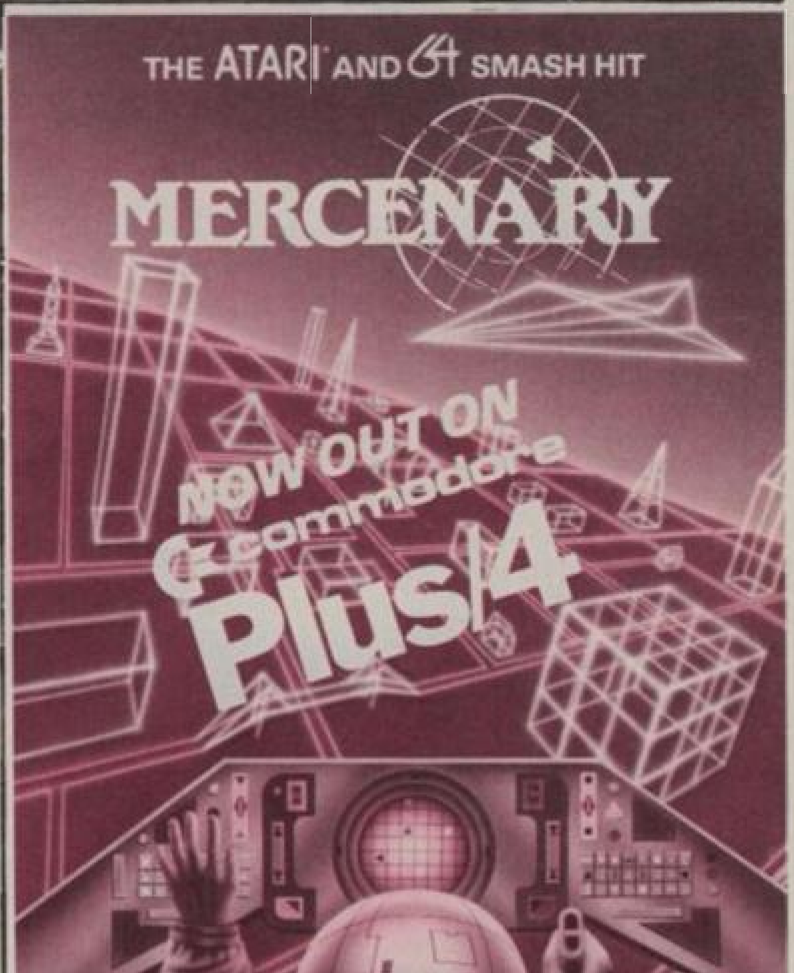
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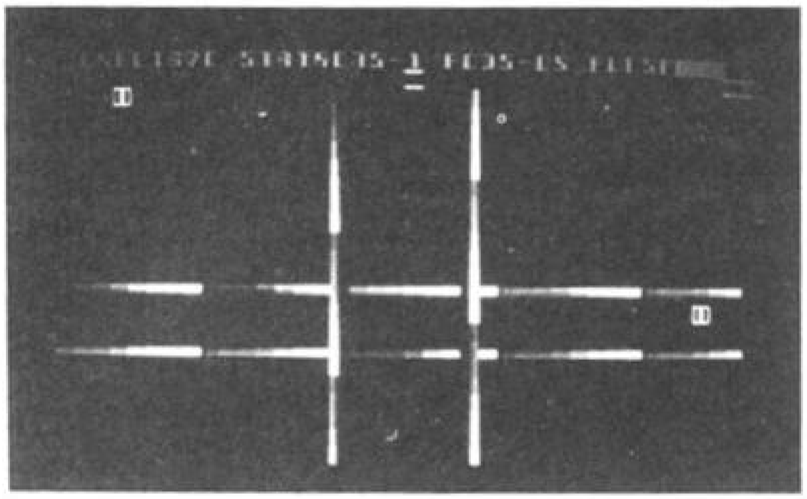
- **Machine:** Commodore 16/ Plus 4
- **Supplier:** Ariolasoft
- **Price:** £6.95

Oh, dear. Another game with piles of instructions and storyline to wade through before you can actually get anywhere! Well, no, that's not strictly true. You can try and play the game without browsing at the paperwork first, though it's not the most sensible way to go about things.

Lord only knows what the story is all about. For some reason, some all-powerful being has become terribly miffed with life, and has decided to take it out on any poor soul he finds wandering around. Of course, you are one such soul. Casting this rather inadequate literature aside, I loaded the game and was presented with a rather swish title page — all swirling character-graphics and suchlike.



On with the game, and you find yourself in the middle of a desperately confusing screen — surrounded on four sides by colourful walls, and kept company by various other items which appear and vanish from time to time. Now the game begins, and all enthusiasm drains from the reviewer's mind. The graphics appear flickery, and gameplay seems unimpressive, and everything is thoroughly confusing.

After prolonged play, though, things start to pick up. You learn that you can control the walls (which encroach from the edge of the screen inwards) by pushing and dragging them with your "ship", and how to collect the numerous pods which are dotted around the screen.

As you collect the required number (which increases for each screen you reach) you will be transported to another zone, with a different wall layout. This makes the program much more interesting, and gives it lasting appeal. The graphics are bright and colourful — and, despite initial reservations, I would recommend the game to most people

● Graphics	6
● Sound	3
● Value	7
● Playability	8

TOUCHDOWN FOOTBALL

- **Machine:** C64
- **Supplier:** Ariolasoft/ Electronic Arts
- **Price:** £9.95 (tape) £14.95 (disc)

If you're one of those people who have been waiting for an all action American Football simulation with proper animated players and fast scrolling action rather than a straight strategy game like *Superbowl* then take a look at *Touchdown Football*.

At first glance the graphics aren't really up to much. The teams are represented by one colour, chunky graphics, but are quite well animated. The action is joystick controlled — except from the initial options screen which gives you the usual one player/two player/computer choices.

Playing the computer is a tough option. It might be an idea to start by playing a friend so you can learn the ropes without getting thrashed. Defence and Offence plays are controlled via menu windows.

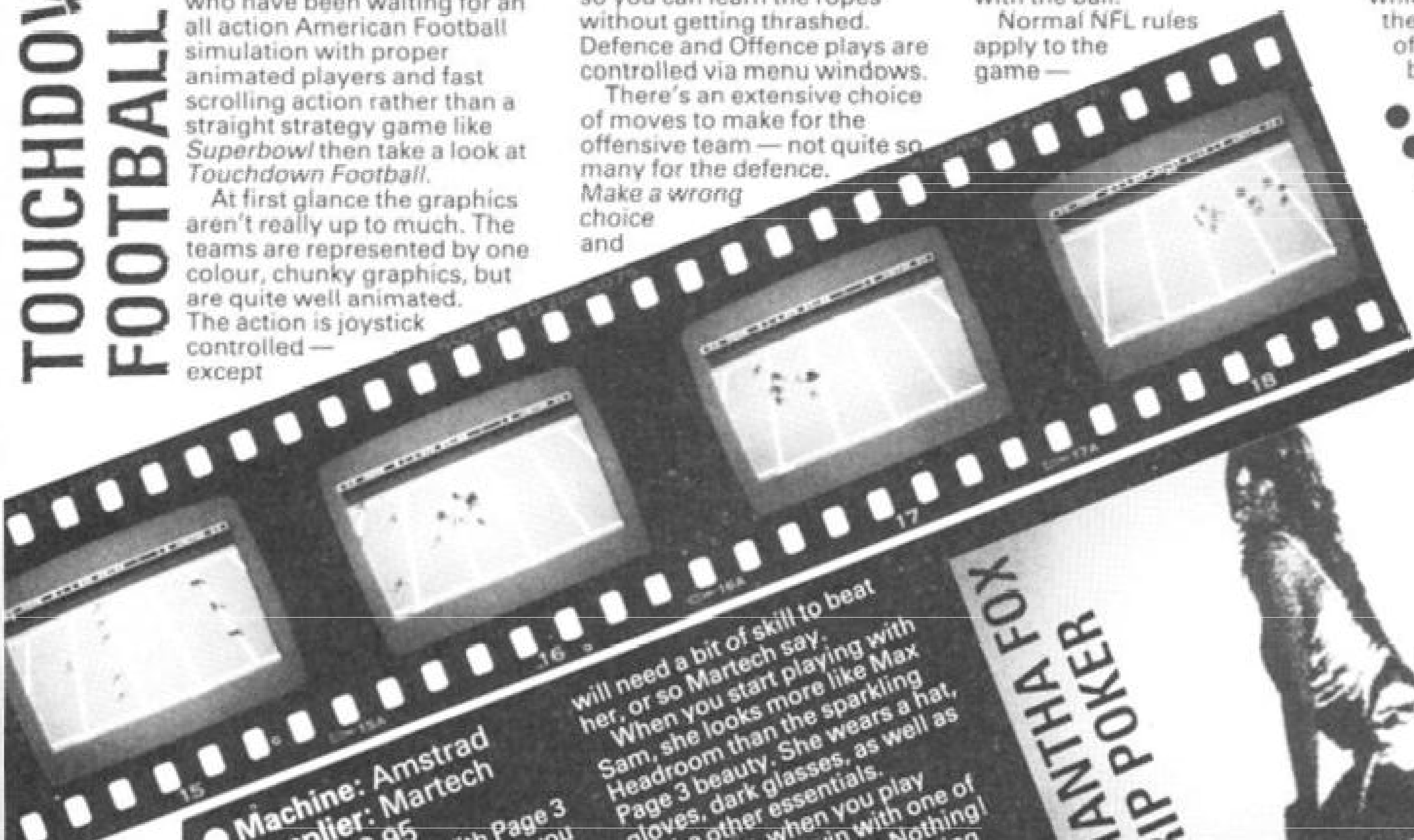
There's an extensive choice of moves to make for the offensive team — not quite so many for the defence. *Make a wrong choice* and you can go back and change things if you wish.

Once you've set up your play and committed yourself to play action you can control the players *Match Day* fashion. You can pass or run with the ball.

Normal NFL rules apply to the game — which basically means you get four chances to move the ball 10 yards up the field at a time with the object of scoring a touchdown.

The game is very playable despite the graphics and sound which let it down badly. And the price is hefty for a product of this quality. EA can do better.

● Graphics	5
● Sound	5
● Value	5
● Playability	7



SAMANTHA FOX STRIP POKER

- **Machine:** Amstrad
- **Supplier:** Martech
- **Price:** £8.95

Now you can Play With Page 3 model Samantha Fox, but you will have to be chaparoned by your Amstrad. (Shame)

Sam will play strip poker with you, and if you beat her, well I bet you can guess what happens! But Sam is no pushover and you will need a bit of skill to beat her, or so Martech say.

When you start playing with Sam, she looks more like Max Headroom than the sparkling Page 3 beauty. She wears a hat, gloves, dark glasses, as well as all the other essentials.

Anyway, when you play poker you can win with one of the following hands: Nothing! Yes if you both have nothing then the one with the highest cards win. A pair, two pairs, threes, straight, flush, full house, fours, striaght flush and lastly, the best hand you can get, a Royal, Straight Flush.

● Graphics	9
● Sound	7
● Value	9
● Playability	8

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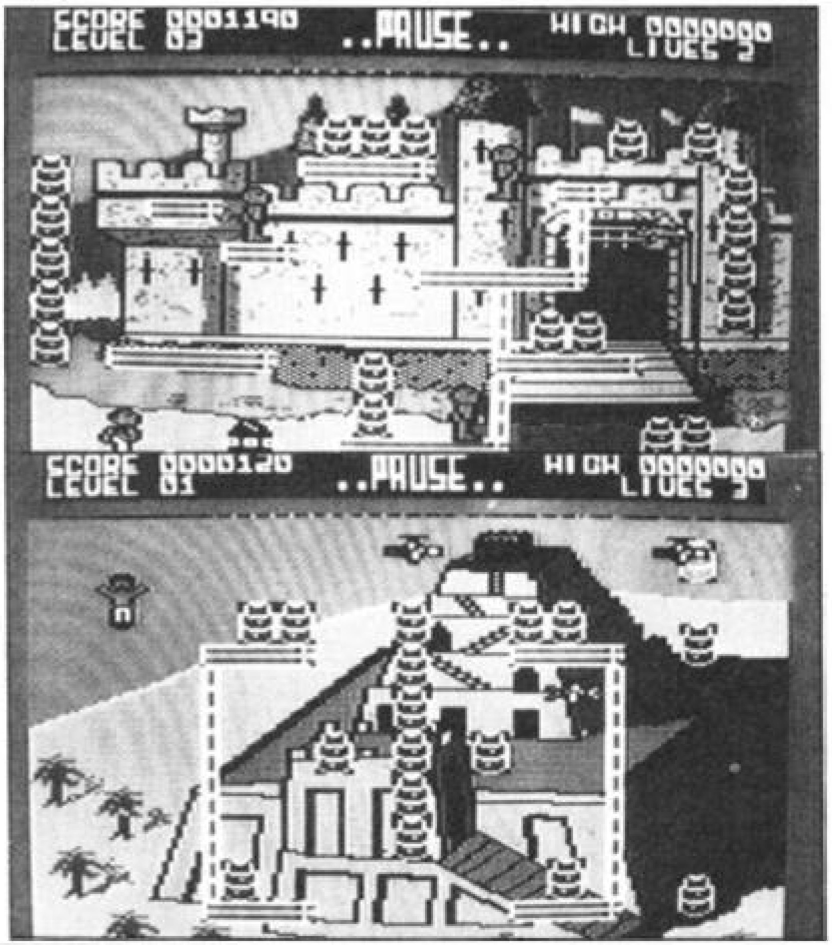
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BOMBO

- **Machine:** C64/128
- **Supplier:** Rino
- **Price:** £7.99

Rino Software has released a new game entitled *Bombo*. And it's really good.

Although at first glance you will think that it's *Bombjack*, when you get into the game you'll find it is much more fun.

One of the amazing things about this game is the superb little tunes which play through the screens.

As I said earlier, game play is like *Bombjack*, where you have to collect things by jumping on them and you can fly between the platforms.

The thing which bothers me is that Elite, may kick up a fuss about *Bombo* and if they win, it may be taken off the market. This worries me because I may not be able to buy it, and I think it's a better buy than *Bombjack*.

● **Graphics**	8
● **Sound**	9
● **Value**	9
● **Playability**	8

5th AXIS

- **Machine:** Amstrad
- **Price:** 9.95/14.95 (tape/disc)
- **Supplier:** Activision

The *5th Axis* is the first in a range of programs which will be appearing under the Activision label from France. A company called Loriciels write the programs, and Activision produce them. If the first offering is anything to go by, it should be a very productive partnership.

The setting is the future; 15th September 2410 to be precise. For some reason, you're the only person who can save the world from disaster. The culprit for this sticky situation is Professor Chronos. He was beavering away on his new invention, a time machine, when suddely "Kerzumph!" it disintegrated. Now, screwing around with time is far from sensible. Bits of time machine were scattered through time, and artifacts from other time zones were also moved around.

Your mission is to traverse the galaxy, returning the objects to their correct time.

Once the game has loaded you can set up the various attributes of your character. Force, Agility, Life and Credit can all be altered.

The first thing that you'll notice when you start playing (apart, perhaps, from the "catchy" tune) is the way the graphics operate. Your character remains in the middle of the screen, with the background scrolling around him. The layout of the early stages of the game looks a little like a standard "run and jump" game.

Almost as soon as you appear on the screen, you'll be surrounded by a horde of ghastly looking creatures, which will proceed to beat the living daylights out of you without so much as an "excuse me"!

The combat is very well staged. You can perform flying kicks and punches, as well as a stand-up fight.

Game play is slick and fast. You can get the hang of the program quite quickly, and it's possible to save the game after a particularly successful mission.

● **Graphics**	7
● **Sound**	7
● **Playability**	8
● **Value**	7

BOUNTY BOB STRIKES BACK!

- **Machine:** BBC
- **Supplier:** US Gold
- **Price:** £9.95 tape, £14.95 disk

If you took a fancy to Bounty Bob in *Miner 2049er*, now's your chance to renew the acquaintance. Bounty Bob is back, with a vengeance.

All he has to do is claim the mine and foil the evil plans of Yukon Yohan. He does this by scurrying around each of the 20 levels of the mine, filling in sections of the framework as he does so. Once all the sections of framework are filled in, he can move on to the next cavern.

Needless to say, there are complications. The mine is full of mutants out to stop him, and he must eat various snacks on the way to get the strength to deal with them. There are, however, a number of ingenious pieces of equipment scattered about which help Bob in his frenzied progress — lifts, a grain elevator, suction tubes, even a utility hoist.

It's familiar arcade action, but the graphics are only average and it's a bit pricey for what it is.

● **Graphics**	7
● **Sound**	7
● **Value**	6
● **Playability**	7

THING ON A SPRING

- **Machine:** Amstrad
- **Supplier:** Gremlin Graphics
- **Price:** £8.95

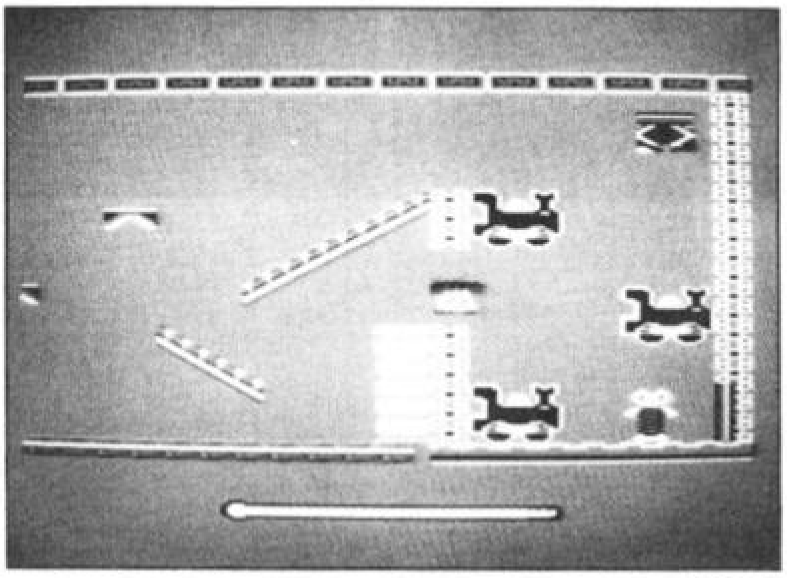
Bounce into action on the Amstrad with *Thing on a Spring*. It's getting on for nearly a year since the Spectrum version of Gremlin's game came out and time certain hasn't dulled the fun.

The thing has to infiltrate an evil goblin's factory, collect nine pieces of a jigsaw which will give him a clue as to how to kill this wicked creature.

Traps must be avoided and puzzles overcome by the cute and somersaulting Thing on a Spring.

If you like a platform and ladders games then this superior example of the breed will suit you down to the ground. Excellent graphics and good sound combined to make this an immensely playable game.

● **Graphics**	7
● **Sound**	7
● **Value**	8
● **Playability**	9



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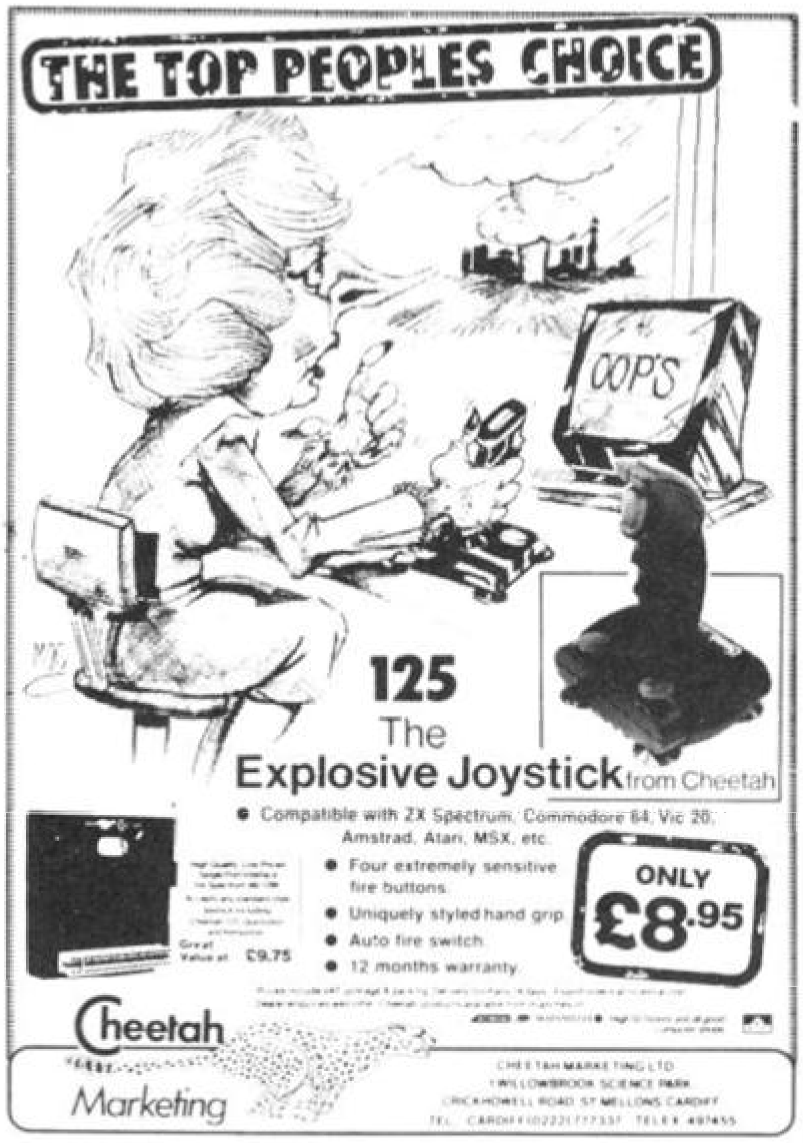

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C+VG JUL Software REVIEWS 6

In the past few weeks there has been a flood of game compilation tapes onto the market. Are they the bargain they seem? C+VG investigates and asks are the V.F.M. — that'r value for money?

The automatic response to getting anything up to 30 games for a few quid is that they're a great bargain. But are they the big deal they at first appear? Or is it case of software houses desperate attempt to make money on games that weren't successful first time round?

First up is a gigantic offering from Argus — 30 games on two cassettes. Titles on the Spectrum version include *Jet Set Gerties, 3D Tunnel, Carpet Capers, Meteor Storm* and *Blood and Guts*. The list seems endless.

Perhaps the best known of the bunch is Jeff Minter's *Gridrunner*, a game with plenty of zip and a lot of zap.

And Commodore owners aren't left out. Argus has also put together another package of 30 Games for them. Titles include many of those in the Spectrum collection plus others such as the Quicksilva's *Schizofrenia*, a fiendishly difficult game to play.

Both packages offer good value. It could be months before you finish all these games.

Off the Hook, the charity package put together by Electric Dreams, offers even better value for money — ten games for £6.99. And at the same time you can ease your conscience about the many hours spent hunched over your computer by the fact that all money raised by *Off the Hook* goes to the Prince's Trust for the rehabilitation of drug addicts.

Goodies on the Spectrum include Beyond's *Psytron, Blue Max* from US gold, and Melbourne House's *Mugsy*. It also include's Elite's *Fall Guy* but we prefer not to talk about that.

Beau-Jolly also has its *Computer Hits Volume 2* out on the Commodore, Spectrum, Amstrad, BBC B and Electron, price £9.95.

We took a look at the BBC B collection and Amstrad. The BBC tape includes Micropower's *Frenzy* and *Jet Power Jack* and *Kissin' Kousins* from English Software.

Perhaps the best is Superior's *Starstriker*, a version of the arcade classic *Moon Cresta*. Hewson's *Technician Ted* and Micromega's *Codename Mat* are the stars of the Amstrad collection, ably supported by *Superpipeline 2*, Tasket and Moon Buggy, Anirog.

Remember Creative Sparks? They've been a little quite recently but now they've bought out two compilations of the Sparklers range of budget games, price £2.95.

The Spectrum "TRIO" features: *Desert Burner, Quackshot* and *St Crippens*.

In Desert Burner, a fast scrolling arcade game, the lader of a group of freedom fighters travels through the night on the Desert Burner, a powerful gun-carrying 200 mph road bike. His aim is to deliver top secret plans to the other resistance members without getting caught by his enemies.

You need to be a "Quackshot" to survive in the next of the three games, where a revolution of clockwork ducks gets out of hand.

St Crippens is the world's worst hospital. Escape is only possible if you can beg, steal or borrow new clothes to fool the guards who try to stop you leaving. First you must find your way through the dozens of wards.

SCORE 000000
MEN 1
LEVEL 1
TIME 0046

The Commodore 64 "TRIO" is equally testing with a choice of *Chopper, Kayak* or *Merlin*.

The first game, "Chopper" concerns a mighty helicopter gunship which has set out to anihilate the enemy base. It needs a combination of both courage and skill to reach it as both man and machine are taxed to the limit.

Kayak is a canoe simulation which requires first class presence of mind to negotiate the course ahead.

In the third game, *Merlin* needs assistance in conquering the powers of evil that he encounters in this original arcade game.

Anybody still got a VIC 20? Well grab £6.50 and splash out on Llamsoft's *Viva Vic* collection. Included are *Abductor, Gridrunner, Traxx, Andes Attack, Laserzone, Matrix, Megagalactic Llamas, Battle at the Edge of Time* and *Hellgate*.

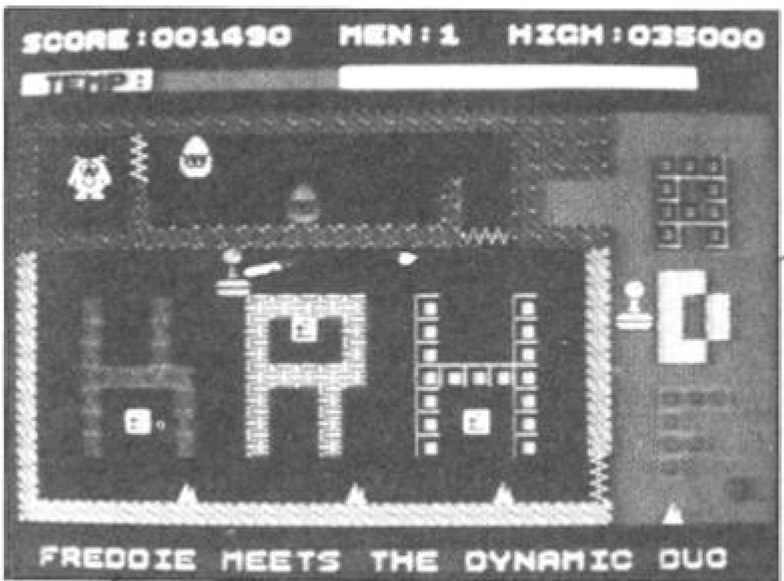
Fancy a bit of arcade fun for £4.50? Then *Astro Cade* on the Spectrum from DDS Software could be for you. The six games on offer are Simeon, Caverns D'Or, Bomber, Zombier, Luna Rover and Alien.

The Complete BBC from Audiogenic is also worth checking out. Titles include *The Chrysalis*, arcade action in the cabbage patch, *Drain Mania*, a fairly standard platform game, and *The Genesis Project*, deep space action. Perhaps the most interesting game is *Flip*. Although it's not much fun to look at, it's good fun to play. It's a two player graphical strategy game in which hidden words must be uncovered.

And last, but by no means least, Gremlin Graphics has come up with probably the two best quality compilations of the lot with *4 Zzap! Sizzlers* and *4 Crash Smashes*. As you may have guessed all the games have received high praise in a rival magazine.

The Commodore 64 games are *Who Dares Wins II* (Alligata), *Wizard's Lair* (Bubble Bus), *Drop Zone* (US Gold) and *Thing on a Spring* (Gremlin). The Spectrum games are *Spy Hunter* (US Gold), *Night Gunner* (Digital Integration), *Dun Darach* (Gargoyle) and *Alien 8* (Ultimate).

Good fun, and excellent value at £9.95. All are well worth buying.



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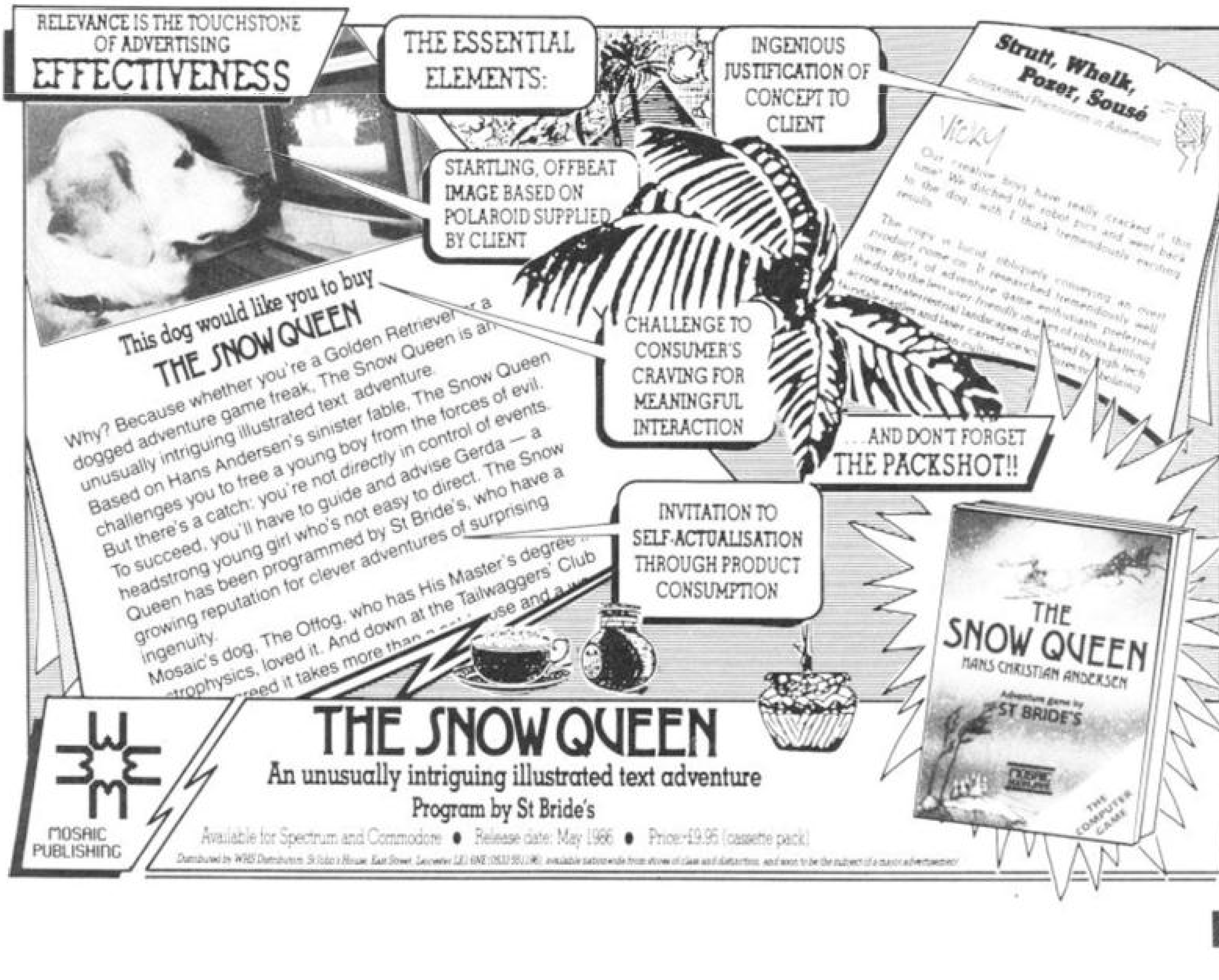
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Mosaic's dog, The Offog, who has His Master's degree [illegible] astrophysics, loved it. And down at the Tailwaggers' Club [illegible] use and a [illegible] agreed it takes more than [illegible]

THE SNOW QUEEN

An unusually intriguing illustrated text adventure

Program by St Bride's

Available for Spectrum and Commodore • Release date: May 1986 • Price £9.95 (cassette pack)

Distributed by WHS Distributors St John's House, East Street, Leicester LE1 6NE (0533) 551196; available nationwide from stores of class and distinction, and soon to be the subject of a major advertisement

MONTY ON THE RUN

● **Machine:** Amstrad
● **Supplier:** Gremlin Graphics
● **Price:** £8.95

Keep on running, good old Monty Mole is back on the run bidding for freedom. This time it's on the Amstrad and a very creditable performance it is.

The plot of the game should now be familiar to most people. After Monty's breakout from Scudmore Prison, Monty must make his way to freedom through hideouts and secret locations.

To help him on his journey Monty has been given a "freedom kit" containing 21 useful items. These range from a compass and a bottle of rum to a floppy disk. But only the correct five items will get through to the end of the game. So pick wisely.

Scattered throughout the 49 screens are gold coins which *Monty must collect* to make himself a comfortable nest egg. And, of course, there are various nasties lurking around to make sure Monty's freedom is cut short.

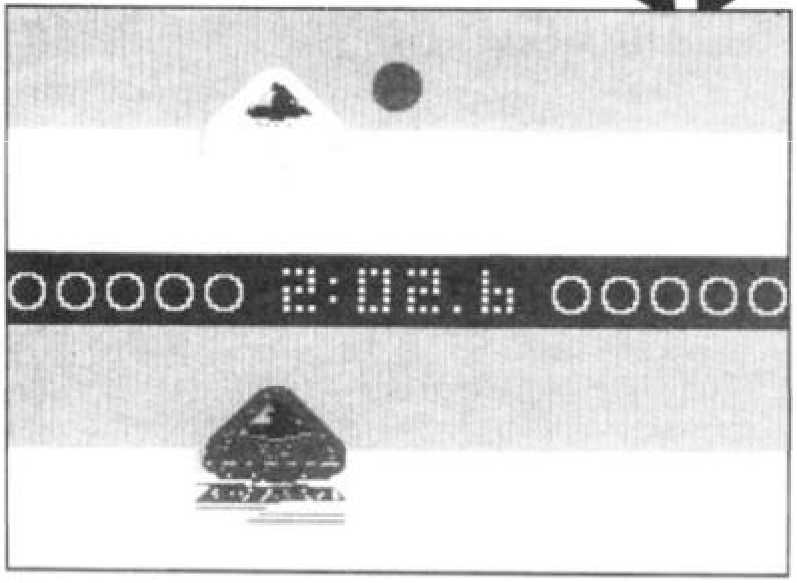
Basically *Monty on the Run* is a platform game in which he must cope with ropes, ladders etc to get to new locations.

The graphics, as one would expect on the Amstrad, are very bright and colourful. In the sound stakes, the Commodore version still has the edge.

Monty's success keeps on running for Gremlin. A hit.

● **Graphics**	9
● **Sound**	8
● **Value**	8
● **Playability**	9

C+VG HIT!



KICKSTART

● **Machine:** Commodore 128
● **Supplier:** Mastertronic
● **Price:** £4.99 (disc only)

I must admit that the idea of reviewing a motorcycle game didn't exactly fill me with excitement. However, the program didn't seem to take the usual age to load as other discs, and the first screen, offering lots of options, was very professional.

Some vaguely familiar music plays in the background, as you select the number of players and joysticks, and the three courses to attempt. In all there are 27, and you can choose from three groups of eight, after trying your hand at the practice circuit.

The basic idea is very simple. You take you and your bike to the Kickstart trials, and have to progress through the various courses in as little time as possible. Obviously, going flat-out won't get you very far. And you'll soon realise that if you are going to finish in any half-decent time, it's necessary to get some pretty fine control on the joystick!

When you begin play, you are "greeted" by some pretty dire music from the TV programme.

Movement is quite straightforward; push the stick left and you'll slow down, right and you will speed up. Up will cause a wheelie, and pressing the fire-button will make you jump.

At first, everything seemed easy. Only a few jumps and hazards to negotiate. Rapidly, though, life became much trickier, and what with buses, gravel, spring-boards and mystery traps, I seemed to spend more time on the deck than on the bike!

Each obstacle must be tackled in a different way.

It's possible to crash in a quite spectacular way. A particular favourite is falling off the back of the cycle, and letting it roll away. I could repeat that one at any time I wanted. . .!

The game proved rather frustratinig after a time. If you fall off half-way through an obstacle, you may have to ride quite a long way before re-joining the course.

Graphics are good, and the speed is acceptable. It's a good game, and is instantly enjoyably, as there's no need to learn obscure joystick or keyboard instructions.

● **Graphics**	7
● **Sound**	6
● **Value**	9
● **Playability**	7

CLASSIC INVADERS

● **Machine:** Amstrad
● **Supplier:** Bubble Bus
● **Price:** £2.99

Bubble Bus, who are famous for *Starquake* and *Wizard's Lair*, have jumped on to the budget software bandwagon and are releasing a 'Mini Bus' range. *Classic Invaders* is one of the first.

Quite simply, *Classic Invaders* is *Space Invaders*, plain and simple. But what really makes a difference is the colour, jingles, and playing speed.

This game is much more fun to play than the original arcade game, don't ask why, it just is!

At the price of £2.99 it's great value, and it may prove more fun than some of the more expensive releases.

● **Graphics**	7
● **Sound**	8
● **Value**	10
● **Playability**	7

BALL BLAZER

● **Machine:** Amstrad
● **Supplier:** Activision
● **Price:** £7.99

Ball Blazer the smash hit on the Atari and the C64, has jumped onto the Spectrum, but I think some of it got messed up on the way. Oh well, I suppose its just one of those things.

Basically the game goes like this: You are in the future and taking part in a sport that is so popular, that being champion is the greatest honour you could ever get, I means this sport is big, man!

All you do is control a special craft which can glide along at incredible speeds, pick up the ball and shoot it into the opponent's goal. Apart from the obvious distractions like your opponent, the goal posts move so you can't hang about to long on a shot.

The maximum you can score is ten points, but as your opponent scores, so your score decreases. You win by getting more points than he does.

The graphics seem to have gone a little off balance. There are screen glitches (lines which cut accross the screen), and the sound is also nowhere near as good as the original.

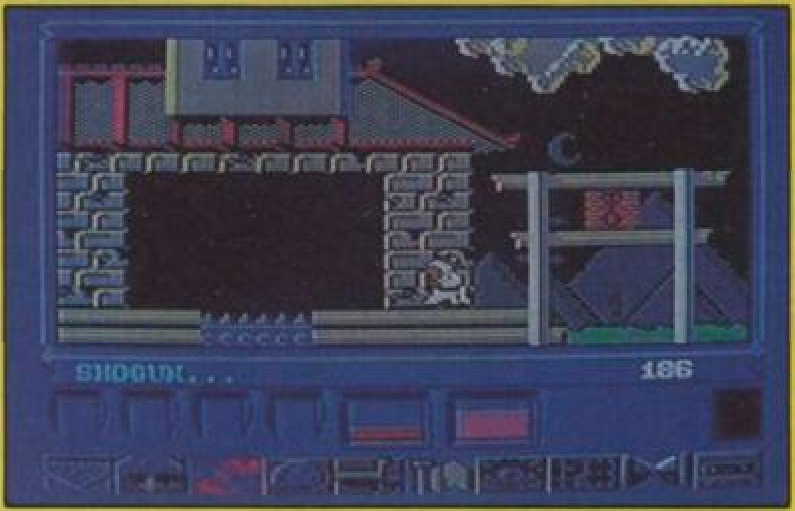
In my opinion, unless you really loved the original, steer clear of it.

● **Graphics**	7
● **Sound**	5
● **Value**	6
● **Playability**	7

SCORE: 00000
05
HI-SCORE: 01000
THE HOUSE

SHOGUN

- **Machine:** Amstrad/ Commodore 64
- **Supplier:** Virgin
- **Price:** £9.95



Urgh! It had to happen eventually, didn't it? The extraordinarily thick book by James Clavell, featuring lots of ritual killing and men in skirts has been converted for "lucky" Commodore and Amstrad users. (Although one suspects that perhaps the TV serialisation provided more inspiration. . .)

The Amstrad version was reluctant to load, and it was necessary to try the second side of the tape before the title page appeared. Continual attempts, though, produced the desired effect and the program was ready to go.

The game is icon-driven, and by positioning the cursor over the appropriate picture you can manipulate objects and talk to people. The aim of the game is to move around the land and collect followers. Once you have achieved the necessary quota, you'll be informed of your mission (ie, the rest of the game).

While you travel around, text will flash up on the bottom of the screen to inform you of events which have been going on in your absence (quite handy for keeping tabs on your friends and foes when you are doing something else).

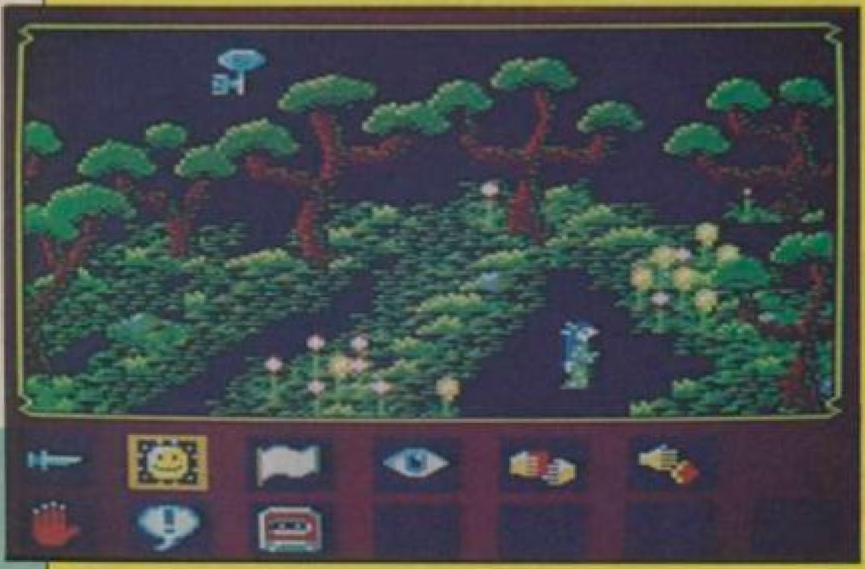
Should a character decide that he doesn't want to join your merry band, you can always try a little physical persuasion. Some of the more ignorant types will continue to fight though.

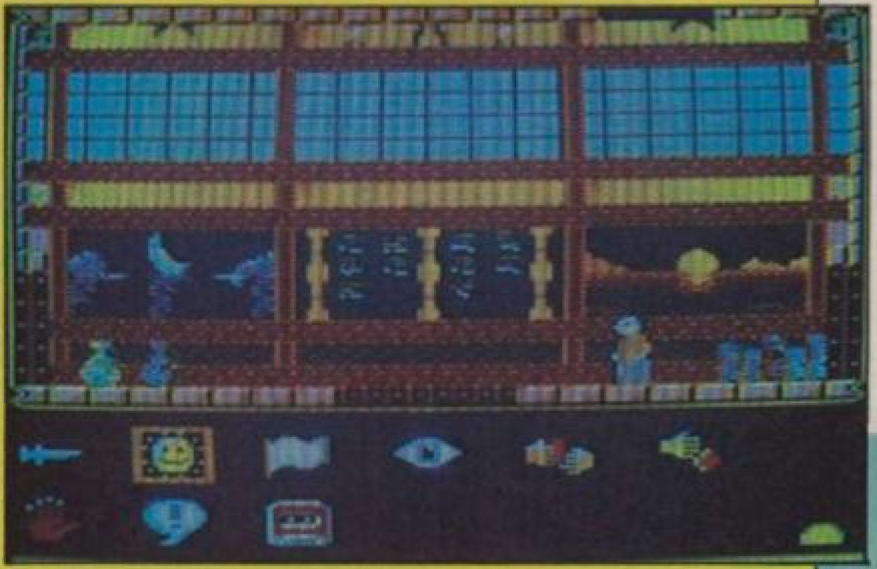
The Commodore version is by far superior to the Amstrad, with better sound, steady graphics, and far nicer text. The 64 version has good music and sound effects. It's also easier to select an icon.

Although the game is entertaining, it didn't hold my interest for long. If you had the time to sit down and plan your game activities properly, it would appeal more.

C+VG HIT!

	AMST	CBM
● **Graphics**	7	9
● **Sound**	4	7
● **Value**	6	8
● **Playability**	5	8





WINTER GAMES

- **Machine:** Amstrad
- **Supplier:** Epyx/US Gold
- **Price:** £9.95 (Cass), £14.95 (Disc)

When *Winter Games* came into the C+VG offices I grabbed it quick, I love the C64 version of the game, and if my information was right, I was in for a treat!

Winter Games, is one of the best sport simulations because everything is timed movement. There's no smashing the joystick to pieces.

Various controls are needed in different events, which makes a change, and each one requires skill and not just brute strength. When the game had loaded, I thought great, I'll be an American athlete, but oh no!!, you couldn't pick your country!

Having got over this, I found out that you needed to redefine the keys in order to use the joystick. That seems a bit daft. Then I read the other options, the first one said "Compete in both events', what do you mean BOTH events? Quickly reading the instructions I found the explanation.

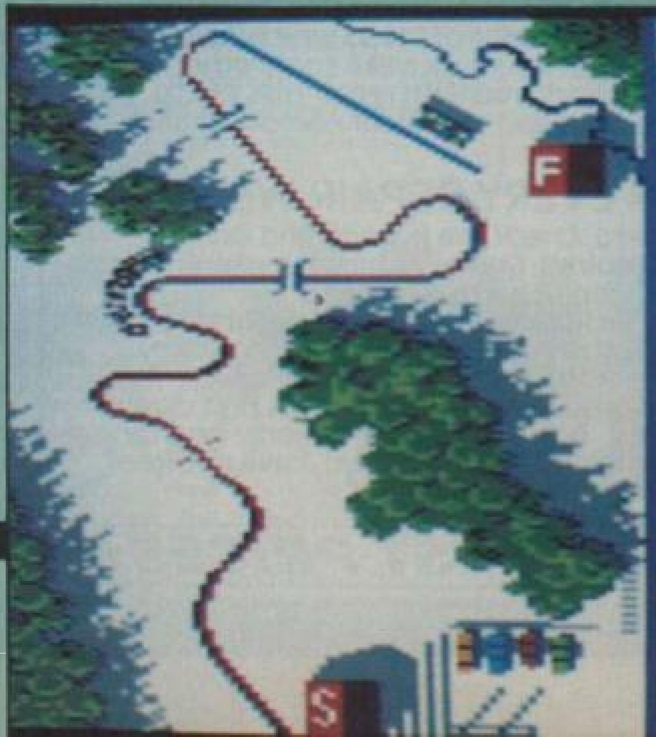
It would appear that you have to load in two events at a time — what a pain for tape users.

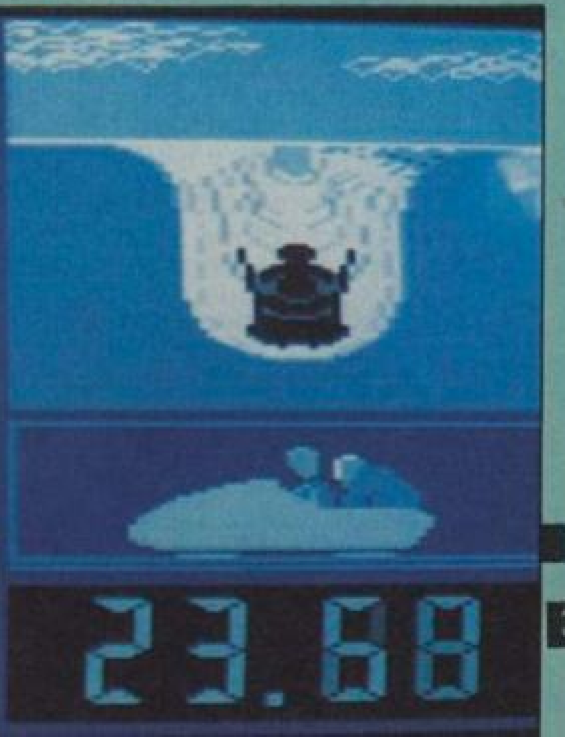
The graphics for each event are excellent, well the backdrops anyway. The man (or character) seems to appear as blocky as blocky can be; except for the graphics of the woman who does the ice skating.

Overall, if you've seen the C64 version and are going to buy the Amstrad one because you think it's the same, don't. Even the little ditties don't match up to those on the good old Speccy.

Come on Epyx, pull your Amstrad programming finger out.

● **Graphics**	8
● **Sound**	6
● **Value**	7
● **Playability**	6





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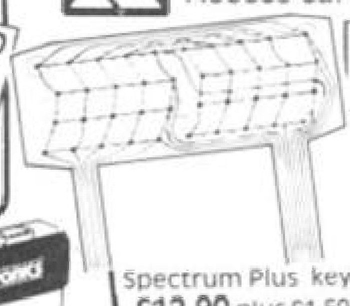

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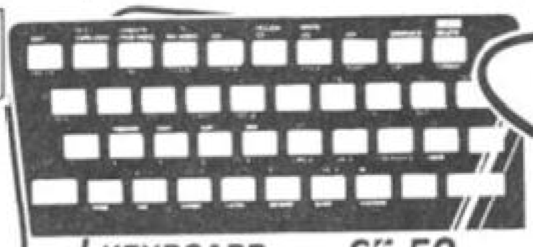

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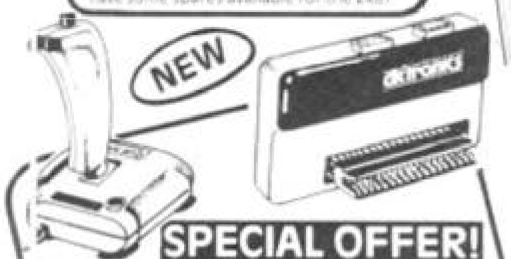

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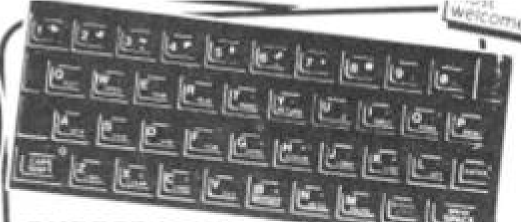

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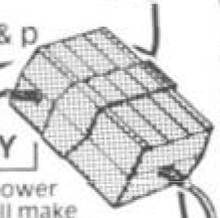

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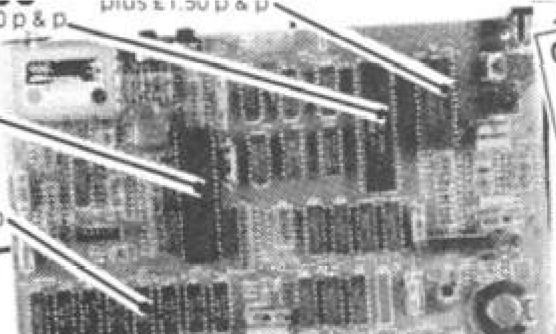

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TOMAHAWK

● **Machine:** Amstrad
● **Supplier:** Digital Integration
● **Price:** £9.95/£14.95 (disc/tape)

The new one from D.I. (hurrah!). It's 3D (whoopee!). It's by D.K. Marshall (cheer!). It's a helicopter combat game (frenzied excitement!). Oh, and it features Lenslok. (GuurrroooAAN!)

DI are yet another company to invest in Lenslok. And here at *C+VG* we reckon that it's probably the most diabolically dreadful system ever invented. It's horrible, and we don't like it. We couldn't get it to work. And DI wouldn't give us an unprotected copy, which put this reviewer in an absolutely FOUL mood.

Happily, though, the game isn't quite as hard to get to grips with. Well, not QUITE . . . As with *Fighter Pilot* before it, *Tomahawk* is amazingly complex.

Taking off isn't too diffiult (it only took me twenty minutes to work that out!) From that point in, however, things become much more difficult. You have to take an awful lot of care while flying.

If you like simulations, then you'll probably like this too.

● **Grahpics**	6
● **Sound**	6
● **Value**	6
● **Playability**	7

TANTALUS

● **Machine:** Spectrum
● **Supplier:** Quicksilva
● **Price:** £8.95

Paul Hargreaves, the teenage graphic genius who brought you *Glass* — the extremely pretty shoot 'em up — is back with *Tantalus* a 1024 screen epic starring Spike the Punkoid.

Spike, as all those who have studied the History of the Universe will know, is a genetically mutated creature produced by Punkoid Development Corporation.

Famed for their fighting prowess the Punkoids are sent on the most important mission of their, inhuman, lives — to assassinate the last deviant human being on this side of the anti-matter curtain.

A team of four Spike Punkoids have been sent to the planet Tantalus to kill the deviant but it isn't an easy task.

The planet is riddled with caverns and hidden passages, known as the Fortress. The deviant had used his time well in protecting the planet from invasion.

There are 32 doors on the planet and the activator locks were well disguised and hidden.

The Spike Punkoids, the best fighting mutoids ever developed, soon decided that they would need all the defences of their ship, their amazing instinctive cunning and their six defensive weapons systems.

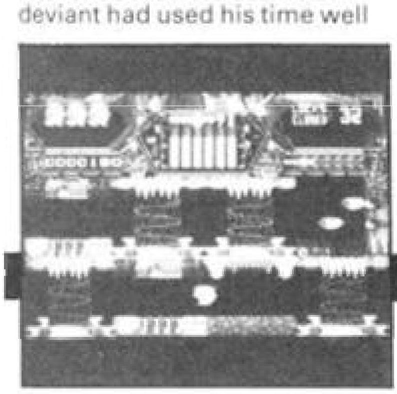
Your ultimate goal is the assassination of the deviant but in order to achieve this aim you will first need to open all 32 deadly doors by firing at and hitting the lock activators dead centre. Each time an activator is opened, a door, somewhere in the Fortress, will be removed.

There are 48 different types of alien defenders with 16 different light patterns, randomly distributed around the Fortress.

Spike begins the game inside the Protonthrust craft — but if you find an airlock you can exit the craft and Spike is revealed in all his Punkoid glory.

There's no doubt that *Tantalus* is a very pretty game — but like *Glass* once you've enjoyed the graphics for a bit you begin to realise that there's not much to the actual game. A vast playing area is no substitute for addictive game play. Ultimately — like *Glass* — the game gets a bit boring. Great graphics, nice hero — but nothing that makes you want to come back for just one more go.

● **Graphics**	8
● **Sound**	5
● **Value**	5
● **Playability**	5



MANTRONIX

● **Machine:** Spectrum
● **Supplier:** Probe Software
● **Price:** £7.95

No, this isn't the game of the group of the same name. There's not even a hint of hip-hop in the music. But never fear, Probe have still come up with an extremely playable game.

Mantronix looks very Ultimate-ish. 3D diagonally scrolling graphics with lots of little bouncing, spinning deadly alien creatures to avoid and many objects to collect.

It might also remind you of *Gunfight* just a bit. But so what?

The basic idea is this. You are an interplanetary bounty hunter and your job is simply to hunt down wanted criminals. To help you do this you have a Mantronix — a well armed law enforcement robot. A sort of Dirty Harrydroid. Anyway, at the start of the game you find yourself on the planet Zybor — the baddies' hideout.

Zybor is a sparse planet, populated by an advanced race of humaniods, who are programmed to protect four planetary criminals — called XTRO II, Ariel Head, Max Porka and Yokohama.

Many Bounty Hunters have tried and many have failed to reap the rewards and each has suffered the same fate — death.

Equipped with a sophisticated pulse laser and a Mk.1 autoscan camera, your Mantronix can be controlled from your combat craft. While viewing the planet's landscape and transmitting the pictures back to your craft, it can also collect valuable items and enter into combat.

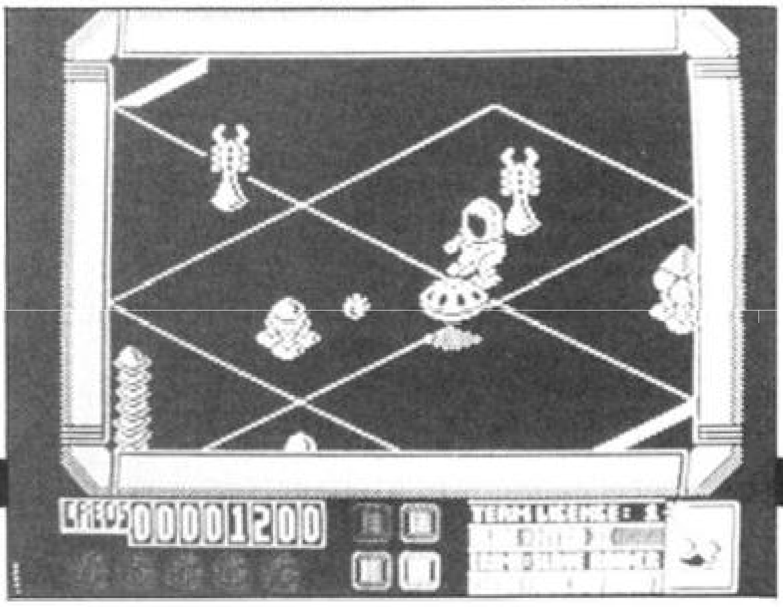
You must find and terminate the four criminals before their humanoids kill your Mantronix. However, the Mantronix must also find eight power cubes which are necessary to reverse the direction of conveyor belts and essential as fuel for your homeward flight.

Death is never very far away on Zybor and you'll need a cool head and a steady joystick to survive for very long when you first start playing.

Underneath the main play screen you see your score, lives left, the number of power cubes activated and a status readout about the criminal you are currently hunting on the right-hand side. This tells you his name, crime and how many credits you'll earn by bagging him. Another similarity with *Gunfight*.

If you yearn for the days when Ultimate created GOOD games then this will provide a good substitute. Very playable, good value.

● **Graphics**	7
● **Sound**	7
● **Value**	8
● **Playability**	8



C+VG SURVEY

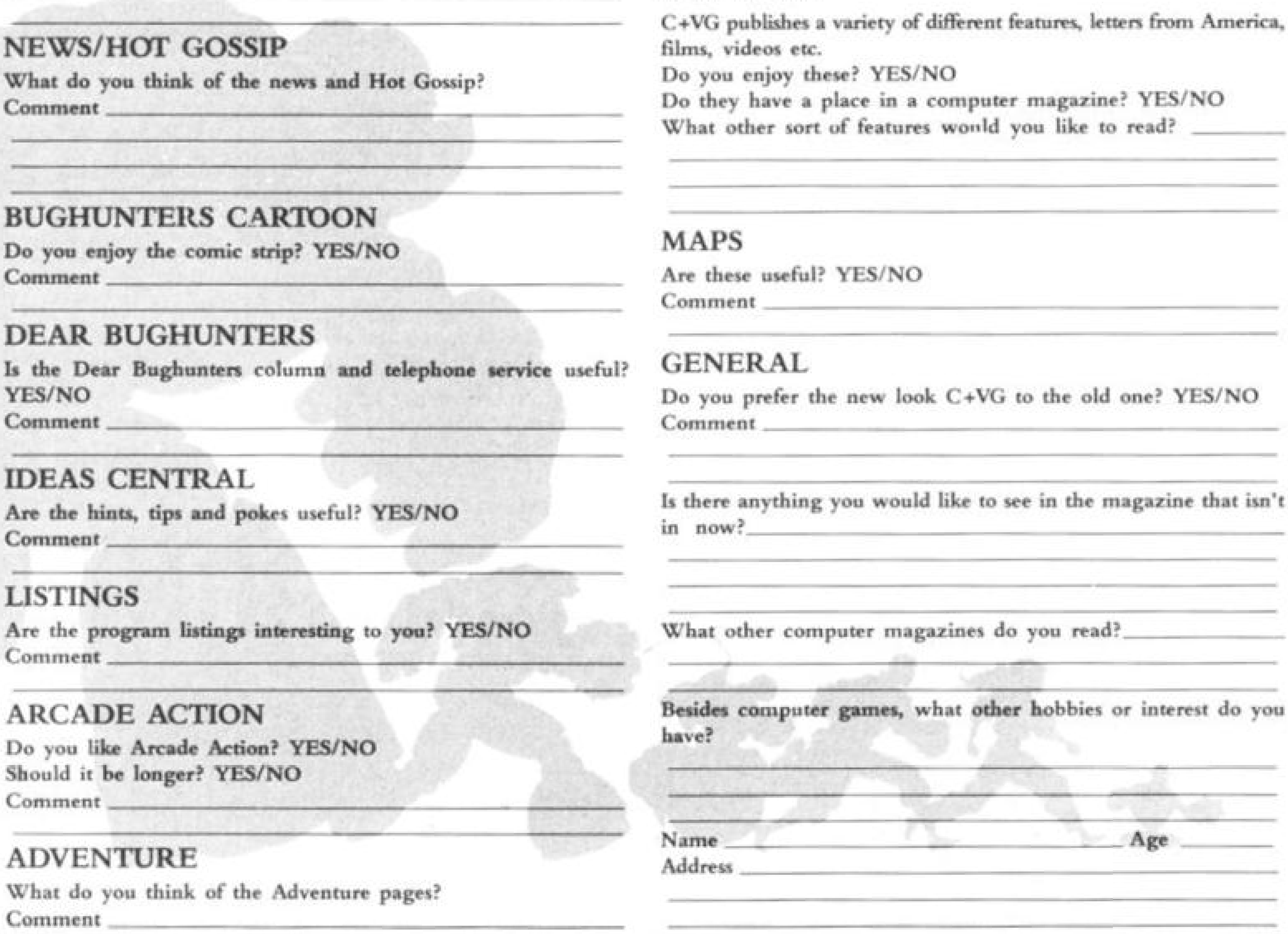
Every month *Computer + Video Games* tries to bring you the most comprehensive, informative and fun-packed look at the world of computer games. Most of the time we're pretty pleased with the way things turn out. But we're not that big-headed to think everything is perfect.

That's why we're asking you to tell us what you think of *C+VG*. Go on, tell the truth, we're tough enough to take it.

What we want you to do is answer the following questions and send them to *Computer + Video Games*, 30-32 Farringdon Lane, London EC1R 3AU.

The survey is divided up into sections based on the regular features in the magazine. Most will involve straightforward Yes/No answers with space for a brief comment. But there is also the chance for you to give your opinions on the magazine in general.

So help us to help you by taking part in our survey.



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Do you enjoy the comic strip? YES/NO

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Are the hints, tips and pokes useful? YES/NO

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LISTINGS

Are the program listings interesting to you? YES/NO

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ARCADE ACTION

Do you like Arcade Action? YES/NO

Should it be longer? YES/NO

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Are the charts of any interest? YES/NO

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Are those that are printed interesting? YES/NO

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HOT SHOTS/HALL OF FAME

Could these two features be improved YES/NO

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FEATURES

C+VG publishes a variety of different features, letters from America, films, videos etc.

Do you enjoy these? YES/NO

Do they have a place in a computer magazine? YES/NO

What other sort of features would you like to read? ______

______

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MAPS

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GENERAL

Do you prefer the new look C+VG to the old one? YES/NO

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Is there anything you would like to see in the magazine that isn't in now?______

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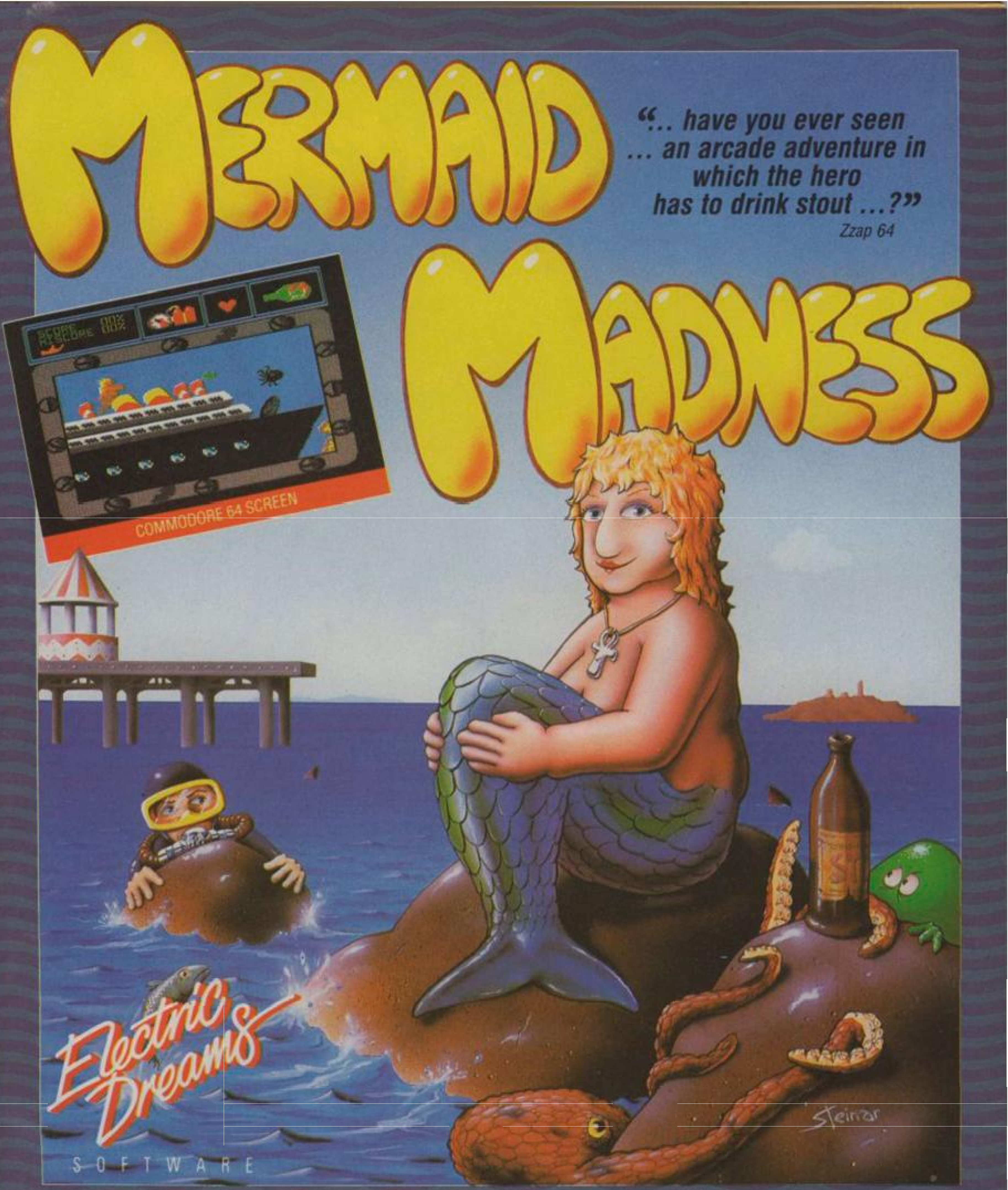

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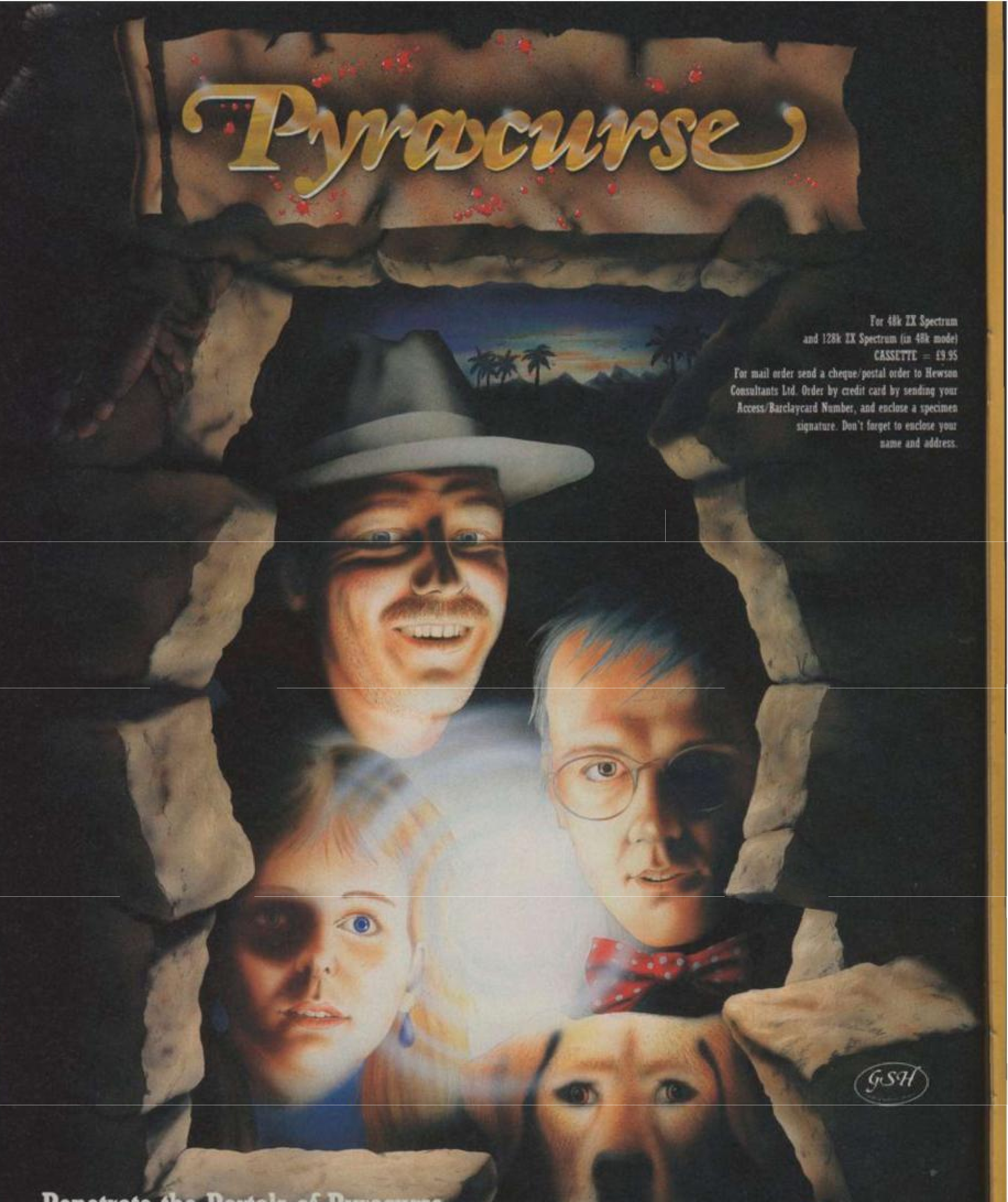

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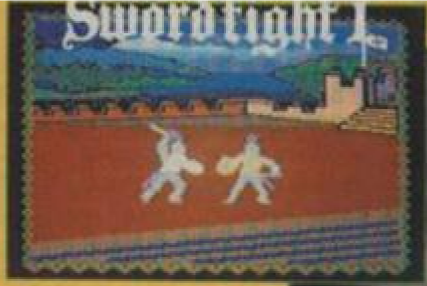
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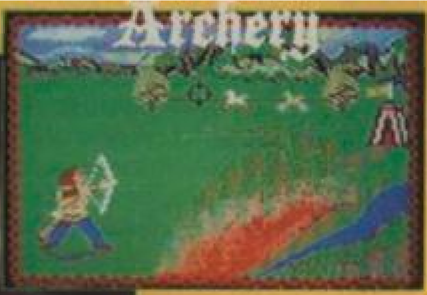
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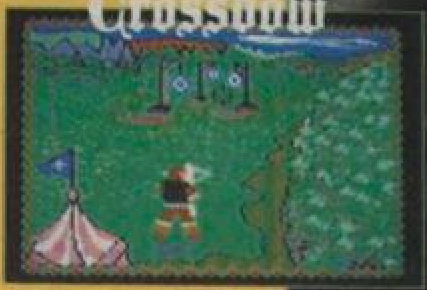
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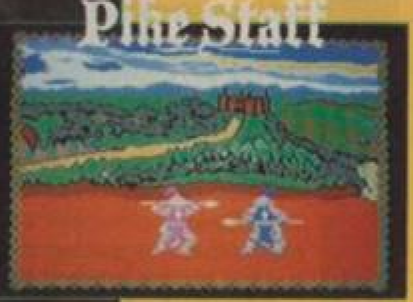
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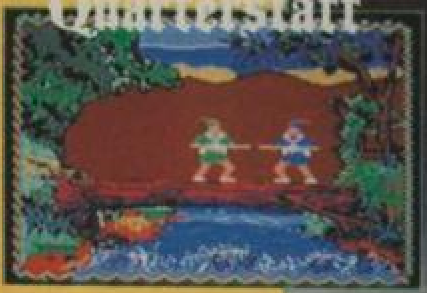
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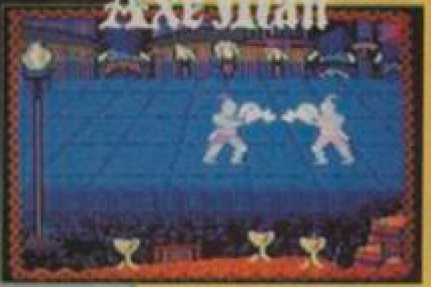
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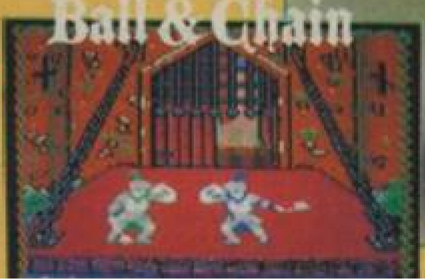
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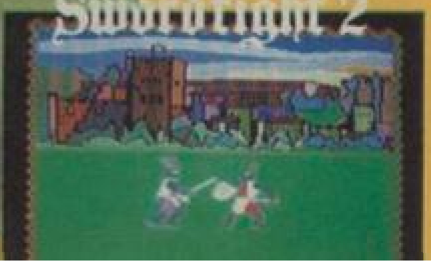
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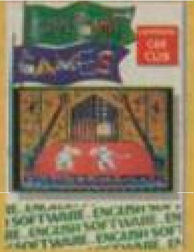

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WAR

Wargaming has always attracted an enthusiastic following. Tactics, strategy and the romance of history are combined to create a fascinating pastime. But now a new ingredient is creeping in — the computer. Dr Stephen Badsey, formerly of the Imperial War Museum and a researcher on the BBC's Soldiers series, ponders on the future of wargaming with computers. He also takes a look at the latest computer war games on the market.

There's a story doing the rounds about a Russian diplomat who bought a space invaders game in Washington and discovered it had a more sophisticated guidance system than the one used in Soviet missiles . . . It may even be true. Regardless, in the last five years it is not only real wars on which the computer has begun to make an impact. The computerised wargame has definitely arrived.

Sadly, there have been fewer than three hundred years in the last three thousand when there has not been a war somewhere in the world. To ignore wars is to ignore about half of human history. War "games" are a good way of showing what happens in war, and give full scope to amateur generals, without the misery and danger that all wars involve. No one ever got killed at a computer keyboard.

What makes computers so useful in simulating modern war in particular, is that many computer games, even the arcade variety, come originally from concepts intended for weapons systems. In the 1973 Arab-Israeli War, for example, the Israeli tankmen knew all about the new generation of wire-guided anti-tank missiles such as the Russian "Sagger", but believed they were too complex for the Egyptian troops to use. But the Russians had simplified the Sagger's controls down to a screen, a joystick and a firing button. It was space invaders for real — with the Israelis as the target. The computer wargamer often receives the same kind of information, in this way, as his real-life counterpart. Most of modern strategic command consists of sitting in a room — or tent, or ship — at a desk and issuing orders by keyboard on the basis of written or spoken messages electronically communicated.

The computer games fraternity has already established its own particular branch of wargaming, in flight simulators. These can now provide quite realistic handling characteristics for everything from a World War one biplane to a modern high-performance fighter. They will only improve as computers with larger memories continue to be more widely used. Air combat takes place in "real-time" encounters of only a few seconds, in which quick reflexes and a "feel" for the controls are vital. A continuous update, of the sort that the computer provides directly onto the screen, is by far the best way to represent this. The same is true of radar information to the attack centre of a warship or submarine.

Land warfare has been neglected in simulators so far. There has been a simplified tank simulator running in arcades now for years, but no one has developed the idea further. The main difference between a simulator and the real thing, apart from some simplification, is that you sometimes get less information than if you were really flying a plane. You can't feel the lurch which says you're in a power dive. In a really sophisticated program like the Microprose *F-15 Strike Eagle* the plane actually seems to handle slightly differently as its fuel tanks empty. Flying this simulator, I've taken a near-miss from a surface-to-air missile and the computerised blast has blown the plane upside-down! It's a pity Microprose have no writers for the Spectrum in this country. In terms of quantity, quality and availability they are the best producers of computer wargames around at the moment.

The traditional wargame started over a hundred years ago as a form of training for European armies. But modern wargaming really started in English-speaking countries about twenty years ago, and has grown into a major hobby with its own books, magazines, conventions and figure-manufacturers. There are, broadly, two main types of game. First, tactical games played with model soldiers — or ships, or aircraft — on realistically modelled terrain, which can be very attractive indeed to look at and fight over. Secondly, strategy games which involve, notionally, thousands or millions of people and are played on boards representing general maps. (There are other types of wargame, such as committee or role-playing games in which computers would not be much help — no program can tell you, for example, the attitude of a crusading knight towards religion.) The problem with the main types of game is that they usually have very elaborate rules, needed to cope with simulations many times more complex than chess. Every wargame — as any wargamer will tell you — is a balance between realism and playability. As rules get more involved so more and more time is spent reading the rule-book and "playing the rules", rather than fighting the war.

One solution is to throw away the rules altogether, and have instead an umpire or panel of experts making judgements on what is likely to happen. The trouble with this method is that it can become a ritual for re-inforcing an established view on which "authority" is always right. Its adoption by armies at the end of the nineteenth century led, directly, to some of the better disasters of World War One. It looked, even a few years ago, as if the problem of playability could never be solved. Now, the computer may be on the way to solving it. If the rules are kept out of sight and under control by the program then the player is free to concentrate on the battle.

This is particularly true of the strategy wargame. The dominance of the hexagonal-grid boardgame (rather more in the United States than here) has led to such games being stuck in a "hex-shaped rut", with immensely complex rules and playing times of more than a day. At an almost visible rate the computer game is now replacing these hex boardgames, scoring over its rival in several important respects. On a computer the game can be saved, if necessary several times, and picked up again at a later date. It is possible to play a challenging game solo against the machine. Most importantly, with a computer program, genuine hidden movement is possible. When chasing the *Bismark* in the North Sea or Rommel in the Western Desert, guessing where to look is the most important part of the game.

In this country there are very large areas of computer use which have not been touched by the commercial firms, and it has been left to wargamers to write, and even market, their own programs. However good computers may be for twentieth century strategy games they cannot — so far — match the visual appeal of figure games in earlier periods. There is little contest between a coloured square on a computer map and Napoleon's Old Guard in all its glory on the wargames table. A number of "games assistance programs" have, however, been written for figure wargames on a table, with the software replacing the rule-book. As long as the computer knows how far formation has moved and from where it started the program can keep track of how much ammunition has been fired, how tired the troops are, and how well they think they are doing. The big advantage of the computer system is that the player will tell him only "the Black Watch look unsteady", not that they have just lost three morale points.

Even very complex calculations of ballistics in artillery and naval gunfire engagements take only a few seconds using games assitance programs. One system, which plays with very cheap 5mm figures, is popularly known as "five hundred pounds of hardware and five pounds worth of troops", but the cost of a program is often no more or less than that of a rule-book.

If games assistance programs are the wave of the future, that wave has not yet broken. Even the most popular set of commercial wargames rules in existence, the Ancient Warfare rules of the Wargames Research Group, has no version for the

R GAMES

computer. Apparently they have been tried, but the program took longer to cycle through than using the rule-book! We will probably have to wait for 128K to become more generally used before more wargames rules are converted to software. As memories increase it will be possible to provide a map on the screen with better graphics, either as an overview or from the point of view of one location. At the moment it seems possible to get good graphics or a sophisticated rules-mechanism into 64K, but not both. Present programs cope well enough with the modern "empty battlefield", where the enemy, and even your own forces, are glimpsed occasionally, if at all. They should have no difficulty with battlefields before the twentieth century, where vision was often broken by random clouds of dust and smoke which are at the moment very difficult to represent by conventional wargaming methods. The best suggestion I have heard for a computer point-of-view simulation is for a general on a horse, with the horse's ears sticking up at the bottom of the screen as a reference point.

The computer can also provide, not a general's viewpoint, but that of a common soldier. The shoot-em-up arcade games such as *Commando* and *Rambo* deserve their popularity, and are great fun to play, but no one thinks that they represent reality (any more than the film did, and I enjoyed that too). To give a soldier's experience it would easily be possible to adapt an adventure game program such as Melbourne House's *Lord of the Rings*. The under-armed, shy and often hungry hobbit, whose chief problem is avoiding danger and staying alive, is a more truthful version of the warrior than *Commando*.

By the very nature of a computer wargame it is impossible to change the program. Commercial writers of rule-books insist that even quite small changes in their own rules can unbalance play quite badly, but if faced by an absolutely unreal situation you can always ignore the rules for a moment and sort it out. On the computer, if a crucial regiment suddenly attacks the wrong enemy, or heads in the wrong direction, there is nothing you can do. Arguably, this is good training for the realities of war. Alternatively, it is bad program writing. Software houses seem to be losing their notion that wargamers will tolerate anything.

Although I believe the firm — mentioning no names — which marketed exactly the same program for the Battle of Britain and the Battle of Waterloo is still in business. The most dishonest excuse I have seen for a computer wargame which bore no resemblance at all to the battle after which it was named was that it represented "a simulation, not a duplication, of history". By far the best of the recent programs are written by collaborations between conventional wargamers and programmers, or by a programmer who knows about wargames. The game is designed, within the limits of playability, to duplicate the features of the original battle, and the software writer then has to translate it into program terms. As someone who frankly has trouble progamming his video recorder I sympathise, but there's no other way to get a good computer wargame. Fortunately, wargaming does attract a significant number of computer scientists.

Professionals, people who use wargames as training exercises, try to make them as real as the real thing. The rest of us also need to enjoy playing the game. For this reason, a wargame will always contain more action, more simulated danger, and more targets than the realities of war dictate. Not for the wargamer the two hour standing patrol in the freezing cockpit of a Sopwith Camel, or the twenty months on a cavalry post without seeing the enemy, or the four years' training to be killed on the first day of action. Realism is the key to wargaming, and the computer is now making a major contribution to improving it. But don't ask for too much realism. The people who enjoy a war are few indeed.

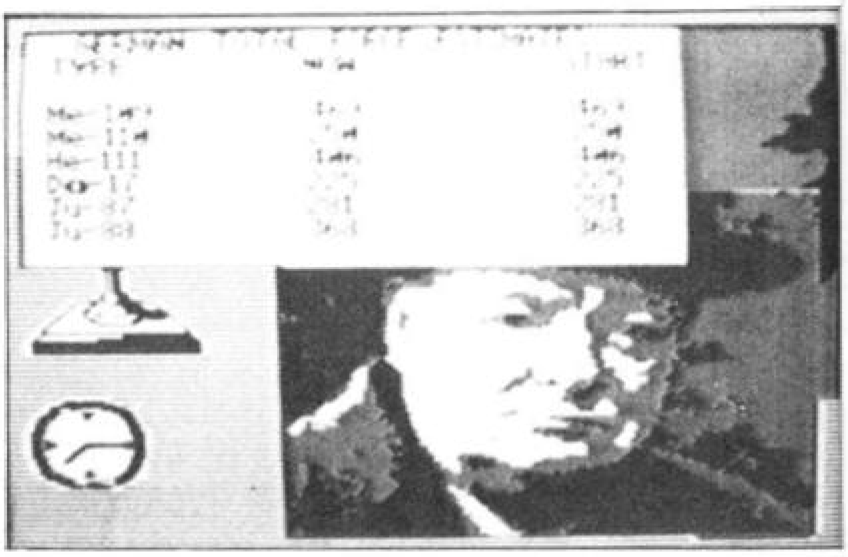
THEIR FINEST HOUR

- **Machine: Spectrum**
- **Supplier: Century Communications**
- **Price: £10.95**

The Battle of Britain looks like a conjuring trick. A German force of over two thousand aircraft which had fought three victorious campaigns, including seven hundred excellent single-seat fighters, contested the skies of southern England with half that number of British planes, of inferior design except for a few Spitfires, flown by mostly inexperienced pilots using obsolete tactics. And the British won.

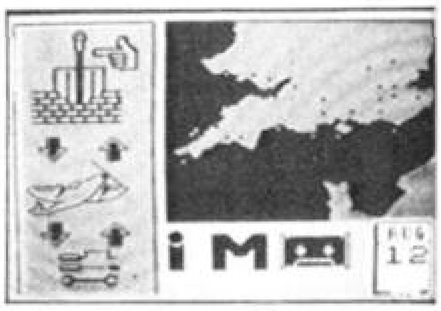
Many factors, including luck, played a part in the victory, but the key was the organisation of Fighter Command through sector control stations, linked to radar, and it is these which are the focus of John Wilson and Nicholas Palmer's excellent game. The player controls the squadrons of Ten and Eleven Group (Twelve Group in the north being too distant to help) as sector-sized units through the early days of August 1940 against computer-controlled German raids. As casualties mount, depleted squadrons are replaced by novices, who, if they survive, become veterans in their turn. Limited warnings, becoming more limited as the radar stations are hit, and a variable game speed which requires instant decisions in the midst of the battle recreate superbly the atmosphere of the time.

Each day of the game takes about forty five minutes to play, at the end of which the player is summoned to meet Churchill, and either applauded, told to carry on, or — more likely — fired. The program is rather too ready, in fact, to tell the player he has lost, apparently on the basis that if three German raids get through the damage is too great. Unfortunately there are exactly *four* types of raid which cannot be stopped no matter what you do to them, including the fifty ME109s without bombers which I chased all the way to Wales (drop tanks?) where the last surviving six caused "crippling" damage to Swansea docks (with their machine guns?). This is sad, because on the rare occasions that the game goes beyond its first few days it presents a real challenge to strategic planning.



The virtues of having an experienced wargamer like Nicholas Palmer design this game are apparent in its subtleties and attention to detail.

The program also has a small bug which means that some is care is required when saving the game.



Despite this, *Their Finest Hour* is undoubtedly one of the best wargames I have ever played.

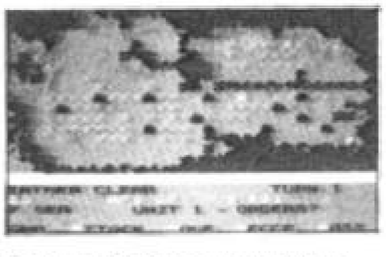
● Graphics	9
● Sound	N/A
● Value	9
● Playability	7

FALKLANDS 82

- **Machine: Spectrum/CBM64**
- **Supplier: PSS**
- **Price: £7.95 (tape)**

Falklands 82 is the latest war game offering from PSS, a campaign game of the land forces in East Falkland from the British landing to capture of Port Stanley.

The game was put out before much of the research on the Falklands had been published, and as a result some details, notably the Argentine order of battle, are slightly wrong. But this is nothing compared to the errors in the overall conception of the game. In order, they say, to improve playability, the authors have "intentionally understated" the poor fighting abilities of the Argentine troops, who will only start to surrender when *all* the major settlements on the island have been occupied by the British. Once the British have landed they may not again use sea transport or land in another location (making the Fitzroy landing impossible) nor have they *any* helicopter lift capacity, which the game designers thought made things too easy for them.



Presumably in compensation, there are no supply rules at all and the whole of East Falkland is treated as passable terrain for all units, including Argentine armour.

This complete disregard of realism would not matter so much if the playing mechanism was a good one. In fact it is slow moving and unimaginative, with the battalions behaving like chess pieces.

I wish I could find something good to say about this game. Five years ago it would have been a remarkable programming achievement. As it stands it is an insult, not only to anyone who buys it but to those who fought in the Falklands War.

● Graphics	2
● Sound	N/A
● Value	2
● Playability	2

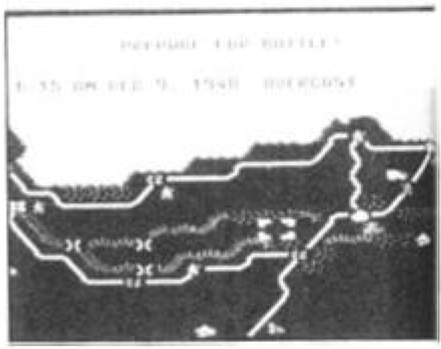
DECISION IN THE DESERT

- **Machine: CBM64/Atari/Apple II/IBM**
- **Supplier: US Gold/Microprose**
- **Price: £14.95 (disk)**

From the same design team as *Crusade in Europe* this game uses the same playing mechanisms, this time very much more successfully. Again, the graphics, the briefing booklet and the range of interlinked scenarios offered are all excellent.

The war in the western desert from December 1940 to December 1942 still attracts considerable attention and controversy from old generals and new historians. In a virtually uninhabited wasteland, a handful of highly mobile units, each side short of supplies and with little chance of reinforcements, fought high speed encounter battles as if they were fleets at sea, with the prize the oilfields of the Arabian Gulf. A single regiment of tanks, a weapon now coming into its own, could mean the difference between victory and defeat. Desert war encouraged the unorthodox, the enterprising, and even the foolhardy. It has been called war in its purest form.

PREPARE FOR BATTLE!



Decision in the Desert provides the five most interesting battles of the war, including two which deserve far more attention than they usually get.

● Graphics	9
● Sound	3
● Value	9
● Playability	7

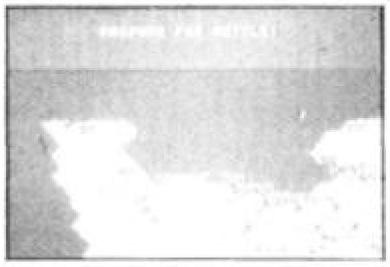
DESERT RATS

● Machine: Spectrum/CBM64
● Supplier: Cases Computer Simulations
● Price: £9.95 (tape)

This is the best of the three desert war games reviewed this month. Written by R. T. Smith, it has the same graphics style and extremely straightforward playing mechanism as his earlier *Arnhem*. But as the author says, it is far from being just "*Arnhem* in yellow" and is in some ways a better game.

Desert Rats' choice of battle sadly misses out O'Connor and starts with Rommel's first appearance in March 1941. It then offers the short, doomed, Battleaxe offensive (a good way to learn the game), Crusader, and Gazela. Oddly, it then jumps to Second Alamein, although its scale and mechanisms are not really suitable for this battle.

Intelligence is limited to showing the position of enemy units but not their composition, but completely hidden movement is not possible. The order-then-move system makes this a very good two player game, but as an opponent this program isn't even Montgomery. It defends well but is vulnerable to encirclement and will not initiate attacks. The British can win at Gazala, for instance, by doing absolutely nothing.



What makes this game outstanding is an extremely realistic command and control system, which does not prevent stupid actions but simply serves the player up with their result. Orders can be given to a division either as a body or broken down into brigades and regiments, so both concentration and dispersion are possible. But anyone who disperses his forces too much will find them being over-run. Similarly, failure to keep the elements of one Corps together in a reasonable way results in their running out of supplies at embarrassing moments.

Desert Rats gives a real command-in-chief's view of the desert war. It comes highly recommended by the Royal Tank Regiment. And by me, as well.

● Graphics	7
● Sound	N/A
● Value	8
● Playability	9

CRUSADE IN EUROPE

● Machine: CBM64/Atari/Apple II/IBM
● Supplier: US Gold/Microprose
● Price: £14.95 (disk)

From the designers of highly successful tactical simulators comes a less successful attempt at a strategy game, covering the major campaigns in north-west Europe from D-Day to the end of 1944.

The program is extremely good value, offering scenarios on D-Day to the fall of Paris, on the race to the Rhine, on Market-Garden and on the Battle of the Bulge, each with between two and four variants including the historical option. (For a real test, try defending against the "Hitler's Dream" variant of the Bulge.) The player is offered choices on joystick or keyboard control, icons or symbols, total or limited intelligence of enemy forces and a handicapping system against an unequal opponent.

The graphics are beautifully drawn, with the screen changing colour three times a day for dawn, half-light and dark, and supply trucks rushing down major roads to reach the front line units.

The playing mechanism has, however, several shortcomings. The player, in the position of commander-in-chief, issues orders directly to each division or brigade in continuous accelerated real-time of thirty minute segments. This is not very realistic. Having no intermediate command means that divisions often get very jumbled, while with up to forty units to control simultaneously it is easy to forget something. Also, since it takes about twelve hours from the ordering of an attack to its taking place, most of the playing "day" is spent doing nothing. From D-Day I took Paris in two campaign months (one month faster than the real Allies), but it took eleven playing hours to do and was about as interesting as watching paint dry.

A game for the military purist, backed by a good historical account in the booklet and suggestions for further reading.

● Graphics	9
● Sound	3
● Value	9
● Playability	5

SILENT SERVICE

● Machine: CBM64/Atari/Apple/IBM
● Supplier: US Gold/Microprose
● Price: £14.95 (disk)

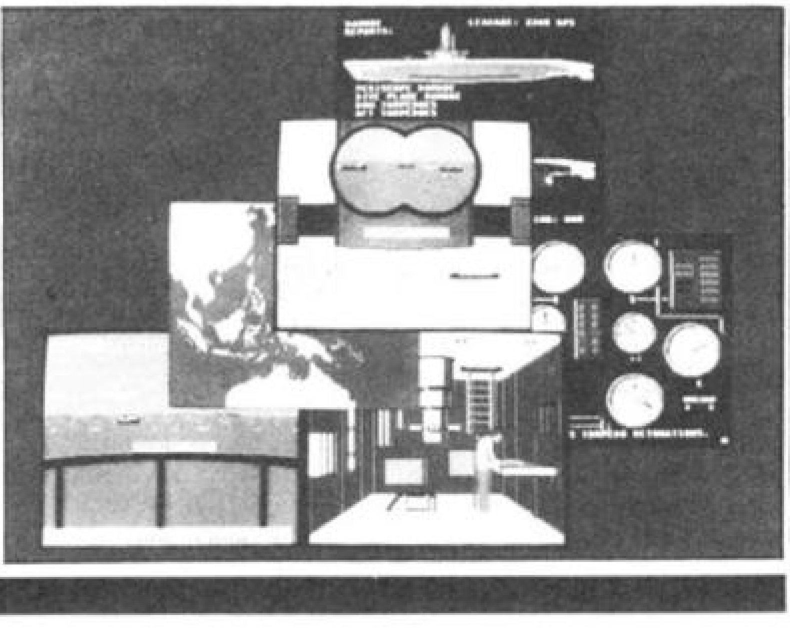
From Sid Meier, creator of *F-15 Strike Eagle*, comes a tactical game of US submarines seeking out Japanese shipping in the Pacific in World War Two. This is, in effect, an underwater flight simulator, and it is not an easy game to play. The player becomes a one-man submarine crew, and switching between engine gauges, maps, periscope and bridge takes a little practice. Thoughtfully, the program provides this, allowing you to graduate from mock combats against hulks off Midway Island, through set piece tactical situations to your first combat patrol.

On patrol the simulation is quite incredibly realistic. Commanding an attack submarine requires patience, stealth, good anticipation, and a knowledge of when to run away. Submerged, your submarine is no faster than the convoys which are its prey, and soon drains its batteries. But on the surface in daylight it is very easy to spot. Any attack brings the escort destroyers down on your position, and you must evade them to survive. A patrol takes about two playing hours with three or four separate engagements. From your first patrol you will be lucky to return at all.

The heart of the simulation is a plotting map, representing the sub's radar, sonar and lookout reports. This enables the player to "zoom" in and out from smaller to larger scales and so plan his attack as he goes. Once close to the target a periscope screen provides identification and location of targets. Fire your torpedoes, then don't stop to watch them hit but dive and turn away. You will hear the explosions if you are lucky, along with the Asdic of the approaching destroyers and the crunch of their depth charges. All that is missing is the smell.

An excellent wargame for those who place realism and tactics above thrills and firepower. The booklet also provides a good summary of the history and technical details of the campaign.

● Graphics	9
● Sound	7
● Value	9
● Playability	6



TIGERS IN THE SNOW
KNIGHTS OF THE DESERT

- **Machine: CBM64/Atari**
- **Supplier: US Gold**
- **Price: £9.95 (tape) £14.95 (disk)**
- **Machine: CBM64/Atari**
- **Supplier: US Gold**
- **Price: £9.95 (tape) £14.95 (disk)**

These two games are reviewed together as they are a very special case. One is based notionally on the Battle of the Bulge, the other on the Desert War. But neither is, or pretends to be, a wargame. Rather, they are computer reproductions of board games about war, which is not the same thing.

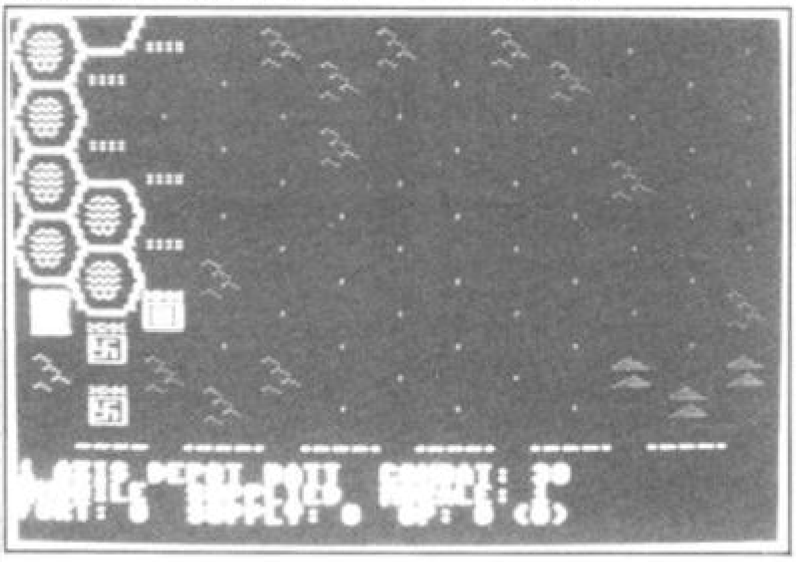
The board game mechanisms, established by firms such as Avalon Hill and SPI, of hex-grids, zones of control, combat points and movement phases, are here simply transferred to the computer screen.

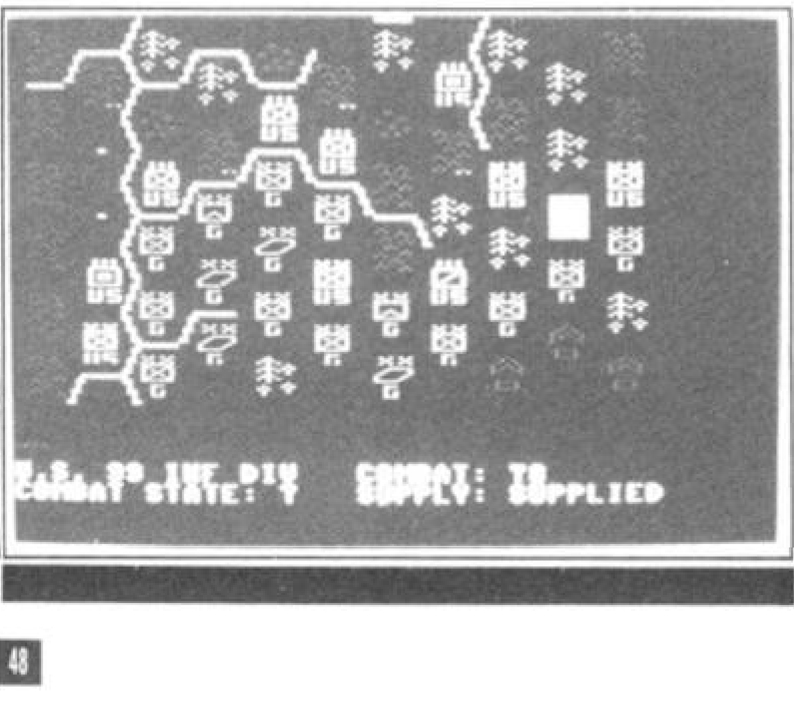
The program moves the units by hex, and rolls the dice, while the rule booklet provides the player with complete rules as if for an ordinary board game. The player is told on each move the movement and combat value, in terms of points, of his own and the enemy's units, and is required only to make yes/no decisions as to which units are to attack and move. The whole program, on both games, cycles at the slow pace of a board game as well. *Tigers in the Snow* can be played by one or two players, *Knights of the Desert* by two players, or by a single player as Axis forces only against the computer as the Allies.

These are both by no means bad games, any more than *Monopoly* is bad for failing to simulate realistic business and property speculation.

● Graphics	5
● Sound	0
● Value	5
● Playability	6

● Graphics	5
● Sound	0
● Value	5
● Playability	6





WAR GAME NEWS

F-15 STRIKE EAGLE

■ In an effort to promote international understanding and harmony, **MicroProse**, the US wargames and Simulation Software House, is to update the section of **F-15 Strike Eagle** which deals with a raid on Libya.

The purpose, says MicroProse , is to document some of the key events in the April 14, 1986 US air strike against Libya. The factsheet will provide background information and an updated map, along with suggestions on how to use various parts of the F-15 program's seven missions to gain insight into the recent raid. The software program itself remains unchanged.

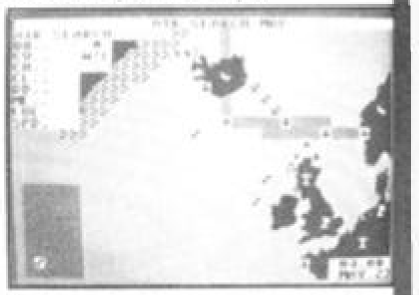
"Ever since the US/Libya conflict heated up earlier this year, F-15 Strike Eagle and its Libyan scenario have aroused intense interest form the public and the media," says marketing director, Fred Schmidt.

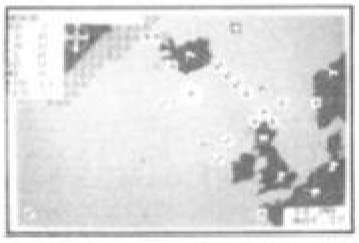
Bill Stealey, MicroProse's president, who also is a former jet fighter pilot and a US Air Force Academy graduate, adds: "The April 14th raid is historically significant and coincidentally bears an uncanny similarity to many components of F-15 Strike Eagle's Libyan mission. We felt it would be useful to pass along this information to our customers so they can use the F-15 software to better understand the experience of a US military pilot on that day."

■ **Bismark,** which deals with the hunting and eventual sinking of the German Battleship by the Royal Navy in May 1941, is due out soon form PSS on the Commodore 64, price £9.95 on cassette and £14.95 on disc.

Alan Steel the senior Wargames designer at PSS, says: "The action was essentially one of hide and seek, and illustrates perfectly the Fog of War where neither side is clear about its enemies position or forces. It also reflects problems not normally seen in conventional wargames of limited fuel supplies, weather forecasts, admiralty interference and both the advantages and disadvantages of air reconnaissance."

The player will be able to command either the Royal Navy or the Bismark in the simulation, and can either play the whole action or one of a section of "set battles" between specified ships.





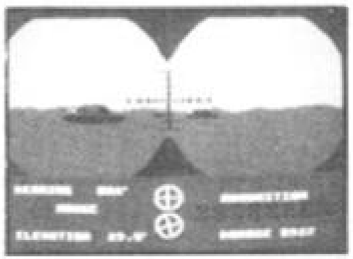
■ Also due for release from PSS is **Tobruk** on the Amstrad, price £9.95 on cassette and £14.95 on disc.

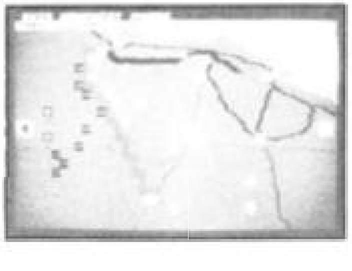
Tobruk is a simulation of the breaching of the Gazala line by the Axis forces in June 1942.

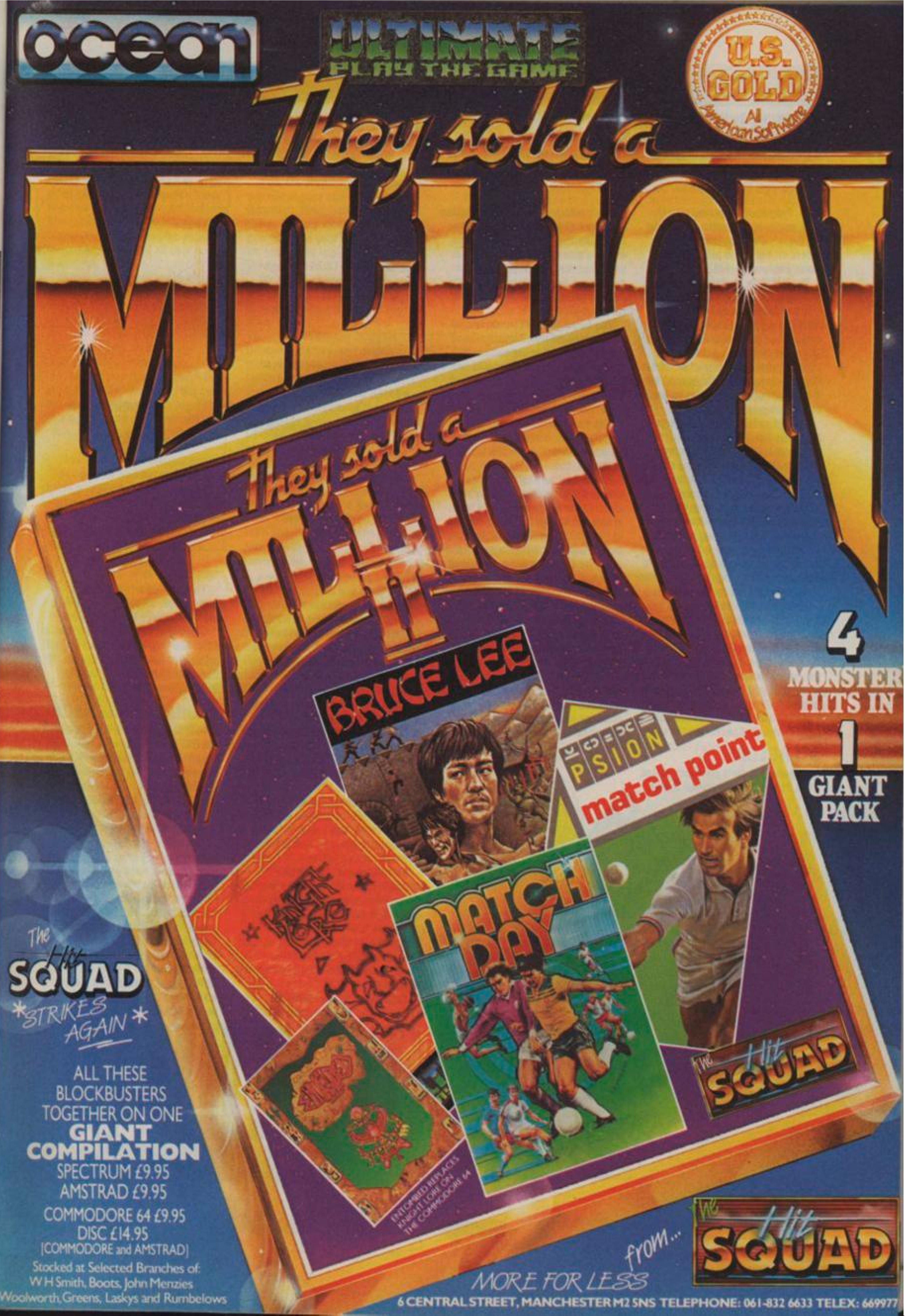
The port of Tobruk was crucial in the North African campaign as a major supply route. If the Allies lost control of the port all supplies would have to come via Alexandria some 500 miles eastwards in Egypt. By taking Tobruk, Rommel effectively forced the Allies back into Egypt, the only country left in Allied control throughout the Mediterranean.

The player can command either the Allies (British, New Zealand, Australians, South Africans and Free French) or the Axis forces (Germans and Italians); the computer commanding the opposition.

If playing the Axis (attacking), the objective is to gain control of the six towns featured on the map, culminating with Tobruk itself. The Allied commander will obviously be trying to keep control of the towns and force the enemy into submission.



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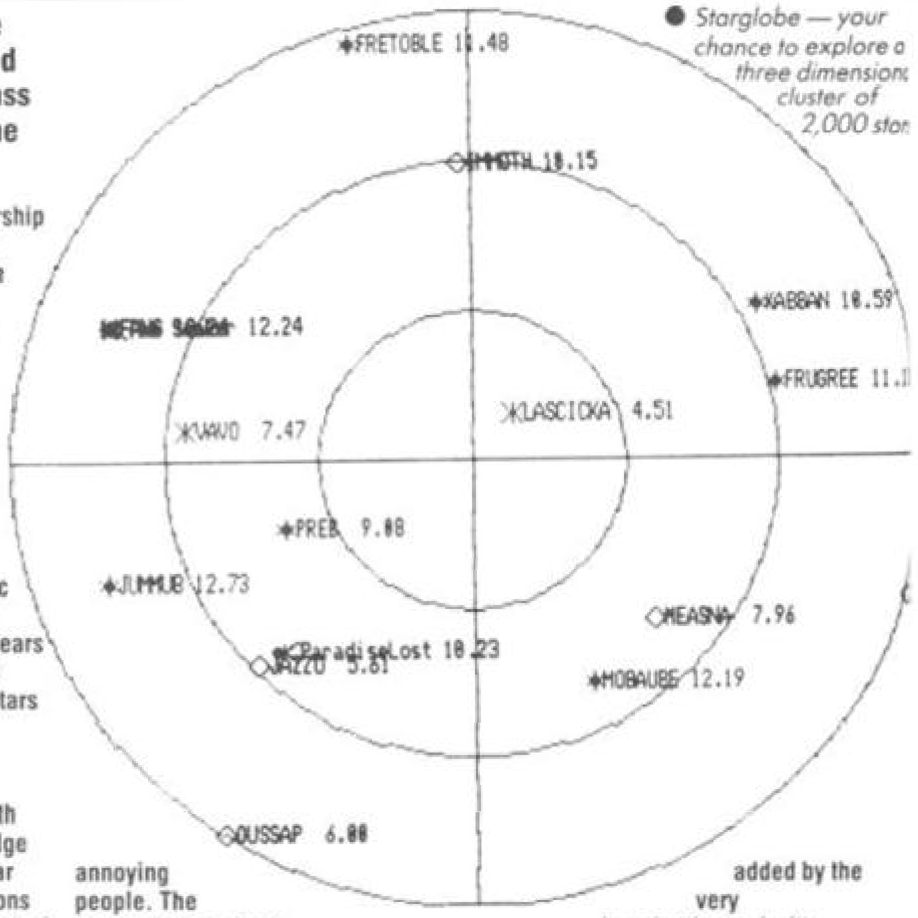
WORLD OF

What is a play by mail game? Well, it's like an adventure but played by loads of people at once. And you don't need a computer — just a pile of envelopes and some first class stamps. BRENDON KAVANAGH is a PBM addict and here he brings you the lowdown on the best games around.



● Starglobe — your chance to explore a three dimension cluster of 2,000 sto

A Play By Mail game is a multiplayer fantasy played by post. The player sends his orders for his game position to the Game Moderator (GM).

The GM then processes those orders by hand, computer, or a mixture of the two and sends the result back to the player who then decides his next orders, and so on. The main difference between this and a normal computer adventure is that the player's results depend upon the actions of other players as well as his own orders.

In PBM gaming you not only play the game but also engage in a spot of diplomacy. Players exchange game related letters making or breaking alliances, and so on. In my opinion, the diplomacy going on behind the scenes is often as enjoyable as the game itself! There is quite an art in making alliances work, feeding people false information in exchange for true, and generally manipulating the other players to suit yourself.

There are about 30 games available, all fitting roughly into one or more of five main categories: Science Fiction, Strategic, Tribal, Role Playing and Logistical. To give you some idea of what each category is about, I will look at five popular games that were represented at the First British PBM Convention held in London during February this year.

STARGLOBE

StarGlobe, run by a company called Time Patterns, is a science fiction game in which you captain a starship in a three dimensional cluster of *2,000 random stars. It is an open* ended game with no fixed deadlines for orders. Moves are processed nearly every postal day, so you can play as often or rarely as you like.

The basic game scenario is that your homestar, Monde, which is located at the centre of the spherical cluster — radius 50 light years — has acquired interstellar travel. The autocratic government, The Company, led by the paranoid Lord of Monde, fears surprise alien invasion and thus seeks to explore and claim the stars of the cluster.

To do this, an exploration programme has begun. Many starships are being launched with orders to set up a base on the edge of the StarGlobe at a suitable star and to construct a Communications Array for scanning space in search of aliens.

You are launched from Monde on a pre-programmed course to take you to the rim. You do not have to follow your orders. You can choose to fly to the nearby stars and start playing in any of the variety of roles.

The Explorer seeks out new stars and planets. The disloyal **Pirate** flies from star to star plundering colonies, destroying claims, firing on peaceful starships and generally annoying people. The **Empire Builder** finds himself a group of stars, claims them and colonises their planets and administers his Empire while protecting it from footloose Pirates. **Merchants** trade in all sorts of goods — ranging from drugs to advanced weapon systems, depending on what is in demand and what is available.

The **Xenobiologist** is an expert on alien life. He seeks out alien artifacts, ruins, and often the aliens themselves. Finally, the **Bounty Hunter** is a loyalist character who attempts to destroy pirate ships for payment.

You don't have to select a role from the start, in fact you don't even have to follow any single role — you can, for example, be both a Pirate and an Empire Builder.

StarGlobe runs on a Sirius I computer, and the software and data takes up an amazing 6½ mega-bytes of storage media! The software obeys the law of relativity, conservation of momentum, etc and there are quite a few complex mathematical problems to be solved if you wish.

StarGlobe is only computer *assisted* and much atmosphere is added by the very imaginative and witty GMs.

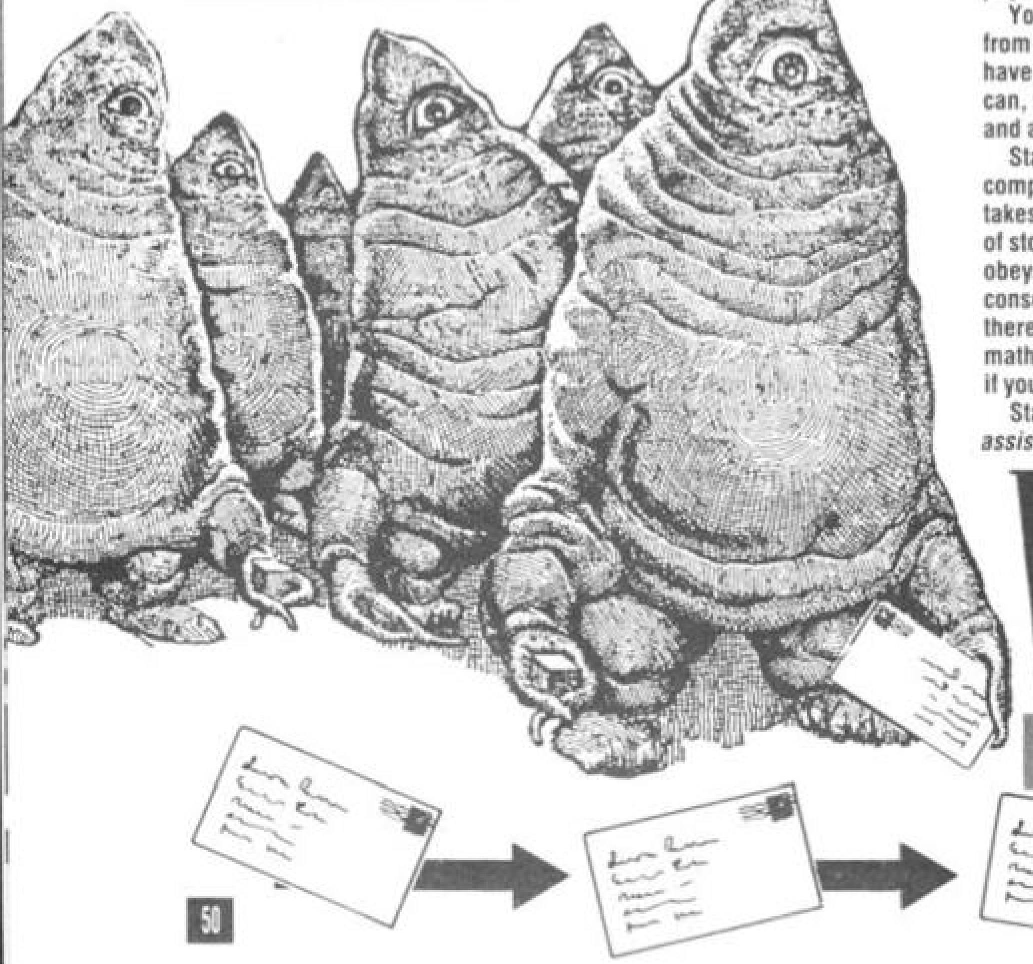
The turn reports are very impressive, although sometimes marred by bugs in the program.

StarGlobe costs £1.60 per turn to play. Start-up costs £2 and the first printout is free. (Time Patterns, 97 Devonshire Road, Handsworth, Birmingham B20 2PG.)

GLOBAL SUPREMACY

Global Supremacy is a game new to the UK. It has been imported from America and is being run by **Mitregames** using Apple Macintosh. Global Supremacy is, at heart, a war game involving battle strategy, diplomacy, trade, economics and forward planning.

The game is set on post World War III planet Earth. The superpowers have gone, much of the world is radioactive wasteland, and human achievement has had to start all over again. You join the game as one of the 150 remaining nations. All have developed their economy, technology and industrial base to an early World War II level. At the start of the game there are 75 player nations — the others begin as neutral provinces. Since resources



and food supplies are finite, war soon breaks out as nations grasp for the surrounding neutral areas and the riches that they contain.

The object of the game is to gain Global Supremacy, to defeat the other players. To do this you must manage your economy, protect your provinces, allocate your limited resources wisely, develop your technology level and be successful in combat.

Global Supremacy is played using a current world atlas — all terrain features exist, as do most of the smaller islands. Only the political map has altered. As you develop your technology level you can research more modern units, provided you've done research into the older units from which the new are derived (eg a missile frigate can only be researched if a missile patrol boat was researched before it).

Combat in Global Supremacy is quite complex and can only occur at cities or when a patrolling unit comes across a potential aggressor. Resolution of combat is done by the GM. He considers such things as unit types (eg a patrol boat has little chance against a destroyer), information available to each side (using radar and, if available, satellite systems), combat preparation orders (the destroyer may have orders to ram the patrol boat without using any weapons) and so on.

Global Supremacy appears to be an exciting game with a lot of scope for interesting play. Sadly, it is an expensive game that could cost between £7 and £17 per month to play, depending on how active you are. If you want to join Global Supremacy then write to Mitregames, 189 Balham High Road, London SW12 and they will let you know when a vacancy appears. The rulebook can be bought, without joining, for £2.

WORLD OF VENGEANCE

World of Vengeance is a tribal type game. It is a fairly new, human moderated creation, run by Vengeance Games. World of Vengeance is set in Britain in the late twenty-first century, 100 years after a man-made plague practically wiped out civilisation. On the now greener land of Britain groups of humans struggle toward their personal goals, watched over by the mysterious Dr Vengeance who was once a biochemist but now records the progress of his "beloved childen".

You, the player, are the leader of a group of your own design which may herd, hunt, fish or farm for a living — it's your choice. You generally set your own aim, a quest for power and knowledge runs parallel to it.

World of Vengeance could be called a poor man's version of Global Supremacy, indeed it is in many ways similar. World of Vengeance is played using an Ordnance Survey map of Britain. You manipulate your warriors, civilians, herds of animals, and artifacts as you wish.

World of Vengeance is a very interesting game, played in real time with the real world, and it is proving very popular. It suits imaginative players very well — the more you put in, the more you get out. (World of Vengeance is run by Vengeance Games, 6 Rose Farm Fold, Altofts, Normanton, W. Yorks WF6 2NE). The set up and first two turns are free. Each turn thereafter costs £1.50.

SATURNALIA

Saturnalia is a human moderated fantasy role playing game run by Sloth Enterprises. It began in 1984 and has become popular with the fantasy gamers. The game is played in Saturnalia, a large land mass in the northern hemisphere of a strange world.

The far north is bitterly cold, the south extremely hot. The climate of the lands between the extremes are more hospitable, but the local fauna is not. Saturnalia was once united by the Great Empire but it is now broken into independent groups of states, towns and villages. You are a character from one of these regions.

The Saturnalians are a religious people. Most of them believe in a set of 14 gods and goddesses such as Sahmen, the Sun God, and Haquar, Goddess of Science and Magic. You may decide to follow one of these gods, all of them or none at all. Your choice alters certain conditions within game vents, such as types of magic spells that you can learn.

Your character has six characteristics. They are Combat Ability, Magical Power, Vitality, Scouting Ability, Perception and Fame.

When you begin a game you are given 250 points which you must distribute among the first five characteristics.

Fame is acquired as you play. The higher the figure the greater your ability at that characteristic. Each move, you are given a further 50 points to distribute among the characteristics to replenish those points used up by actions, or to improve your current level.

Saturnalia is run by Sloth Enterprises, PO Box 82, Southampton SO9 7FG. The startup package, rule book and first five turns costs £5. Turns cost £1 each thereafter.

VORCON WARS

Vorcon Wars is one of the most popular and well established PBM games. It is logistical wargame run on an Apple IIe by Vorcon Games. Vorcon Wars is about the cheapest professional game around today. It is set on the planet Vorcon, a circumnavigable world slightly developed and defended by its inhabitants called, surprisingly, Vorcons.

The aim of the game is to conquer the planet, defeating the other 20 or so players. The planet is split evenly into hexes. You have a commander who can move on to any of your own hexes, and a variable number of men who can only move about the area on your printout.

There are a number of types of hexes, summarised here. Agricultural developed, mineral mine, atomic mine, base and city hexes produce a variety of resources on a set basis; sea, swamp, forests, agricultural undeveloped and wasteland hexes are virtually useless; missile silo and rocket site hexes are used to launch nuclear missiles and spy satellites; radioactive, fortified and mined hexes are generally too dangerous to attack.

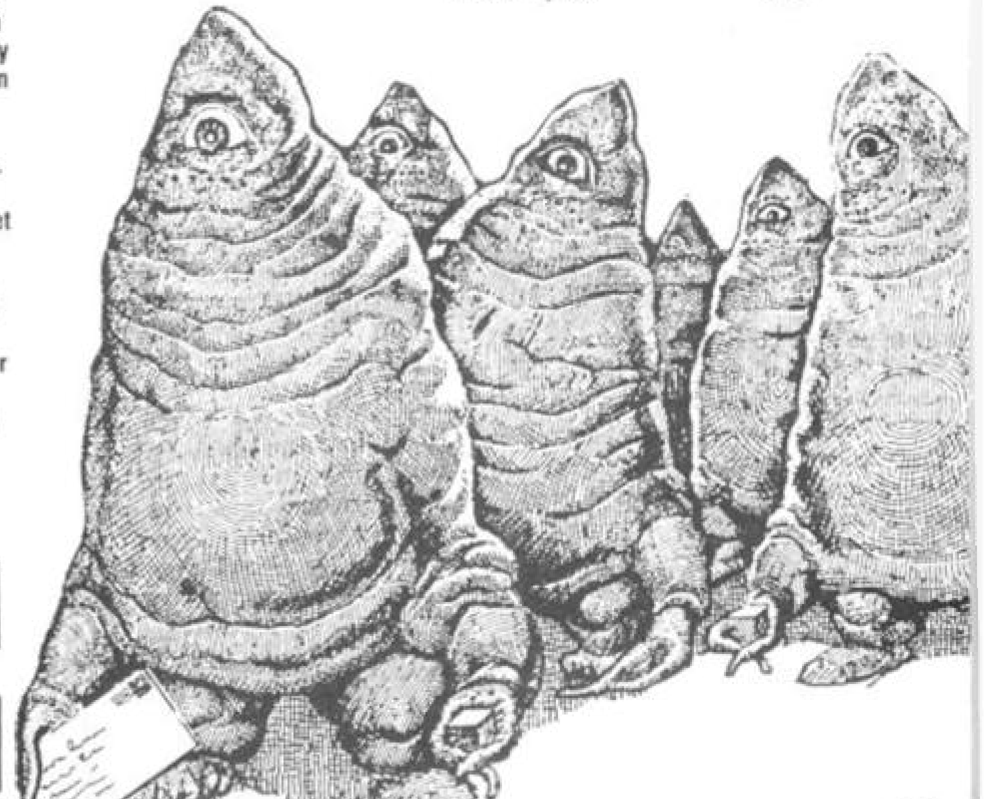
The game develops well and you usually have about eight turns to establish your defences before running into other players.

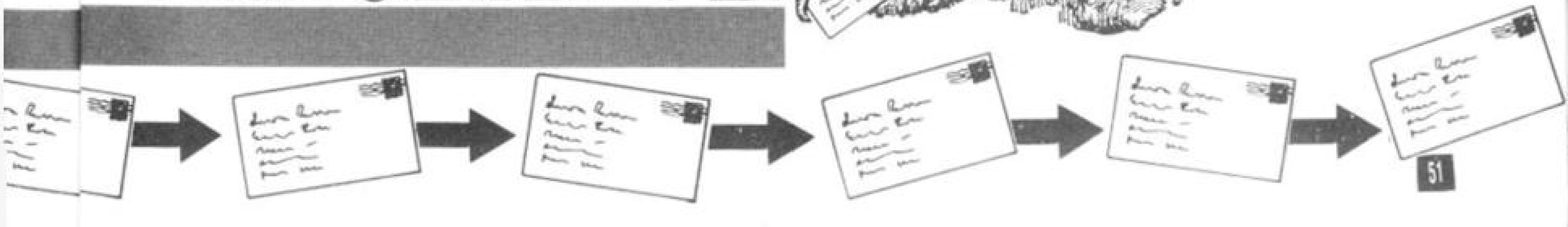
Vorcon Wars is a good introduction to PBMing.

Vorcon Games, 59 Juniper, Birch Hill, Bracknell, Berks RG12 4ZG. £1.50 pays for the start up package and the first three turns. Turns cost £1 each thereafter. Orders are processed once a fortnight.

Play By Mail is an exciting and novel form of interactive gaming. Much cheaper than Play By Modem games like MUD and StarNet, they offer people of all ages an interesting and generally not too expensive fantasy related pastime. If you join a game, don't be put off by the initial complexity of the rules. GMs are usually very helpful and friendly, and will gladly answer any questions you may have. You will find that the game becomes clearer as you play it, anyway. Also, bear in mind that it takes a while to get anywhere in a PBM game. Early turn reports are always a bit sparse and it sometimes takes over five turns for things to become more exciting than bemusing! I look forward to meeting some of you on some far off land in the near future — or distant past! END

VENGEANCE





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Coming in June	Amstrad CPC	£9.95 tape, £14.95 disk

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GAMEMAKER VERSUS LASER BASIC

As CHRIS PALMER says, there have been programs which promise to turn you into programming genius overnight since the ZX81 first emerged blinking into the light. Here we look at a couple of games programming utilities which may well give you a new insight into creating your very own mega-game. Chris looks at Activision's Gamemaker while IAN DUERDENE looks at Ocean's Laser Basic.

GAMEMAKER

- Machine: CBM 64
- Supplier: Activision
- Price: £14.95

Since the start of the home computing boom there have been programs which purported to turn innocent users into millionaire game writers overnight.

Naturally, lots of people bought these packages, but unfortunately, we don't seem to be deluged by overnight millionaires.

The reason most of these programs failed is two-fold. Firstly they were usually very restrictive in what they let you actually program. You would get the option of writing a shoot-em-up or a shoot-em-down and maybe, for variety, a shoot-em-sideways. Great if you like shoot-em-ups.

Secondly — and more commonly — the programs were just higher level programming languages which meant our would-be millionaires were left struggling long into the night trying to understand the logic behind reverse polish notation.

Or even how an IF . . . THEN . . . PERHAPS . . . MAYBE statement applies to the task of exploding a space invader.

And so we reach the present day and Activision's *Gamemaker*. It won't automatically turn your bank balance into a telephone number, but it will give you a lot of relatively painless fun proving that your games are better than the ones you can buy in the shops.

So what is *Gamemaker*? Basically, it is an easy-to-use programming language that is even closer to English than Basic. What's more, it is enclosed in a neat window environment in which all you have to do is point at what you want with a joystick controlled cursor.

As if this isn't enough, it incorporates four sub programs which enable you to design sprites, draw backgrounds, compose music and create sound effects.

For good measure there is a library of goodies created using the above for those of us too lazy to push a pixel or tweak a tone generator.

There are limits to what sort of programs you can write using *Gamemaker*. For instance, if you want to write an adventure, or something that has a scrolling background, forget it. Apart from that, the only limits are your own ingenuity.

Worth bearing in mind is that *Gamemaker* is at heart a programming system, although the author, Gary Kitchen, has tried to make using it as simple as possible.

For the rest of this review, I will take you through the different parts of *Gamemaker*.

Editor

This is the business end of the program, where you create the list of instructions for what will be your game. At the top of the screen is a message window where *Gamemaker* talks to you and you can keep track of how much memory you have free.

Directly below this you have a pull-down window in which is displayed all the available commands for you to use in your program.

By using an up and down arrow, the commands, which are listed alphabetically, can be brought into view and used. To transfer a command to the program area below the command window, you simply have to point at the command you want and press the fire button.

The command is then added to your program. Any variables used in the command needs the name of a file on the disc. It simply pulls the appropriate filenames off the disc and displays them in the correct place in the command.

When you get to the one you want, you just select it with the fire button. In fact, the only time you have to touch the keyboard is if you want to type in a comment or name a file when saving it.

This does make for a very relaxed attitude to programming as you can lean back in your chair/bed/bath and create a game by merely moving a few fingers on one hand!

Down the right side of the screen are a list of options which let you run, edit or store your game. It also lets you into the main menu, so that you can load the other parts of *Gamemaker*.

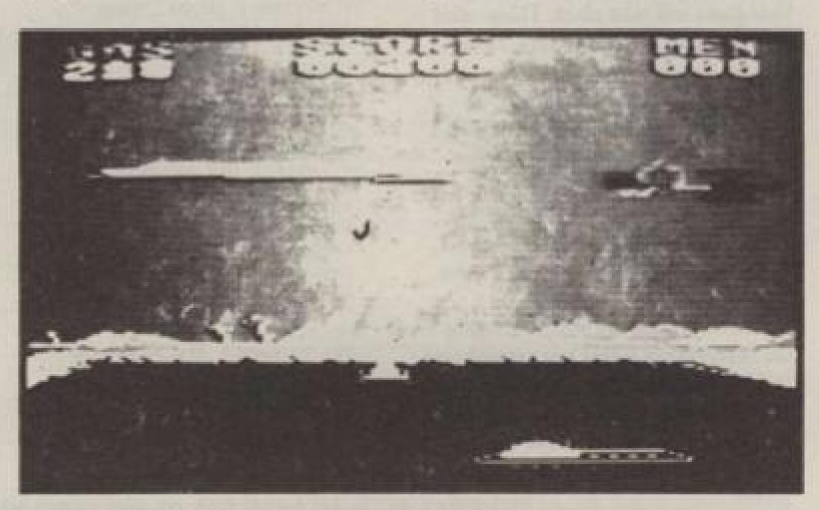
Editing and debugging your game is also made easy. You can set up a trace on a certain variable and alter the speed at which the program runs. Once you hunt down the bug, all you have to do is point at the errant part of the command and press the fire button. Then wiggle the joystick until it looks right.

I must admit that the ease of editing does tend to make you sloppy in the way you program. You find yourself throwing any old value into a program and tweaking it later, rather than thinking about the right value to start with.

Among the example programs supplied in the library are *Pitfall* and *Megamania*. Both of which play reasonably faithfully to the real thing. It almost makes you wonder why you parted with your hard earned cash for the originals, if they were *that* easy to do!

One of the nicest things about the editor is its sprite handling. For instance, if you wanted an animated sprite to fly across the screen at 45 degrees and report if it bumped into another sprite, you simply program the following:

The x and y position where it starts, the direction you want it to go in, the speed at which you want it to travel, the speed which it animates and what other



sprites to look out for along the way.

When you've completed and debugged your program you can either file it away for your own amusement or make a self-running disc (or tape) to send to your friends or enemies, which they can play even if they haven't got *Gamemaker* themselves.

You can get up to some quite complex program structures if you want, as *Gamemaker* will let you write subroutines and look-up tables, along with setting up IF . . . THEN . . . OTHERWISE conditions.

In operation, *Gamemaker* held its own very well. Some of the sprite movements were sometimes a little jerky, but this could often be cleared up by paying a little bit more attention to how the program was running.

A couple of points I didn't like about using the editor were that you can only have two backgrounds (one on the tape version) in our game. The other was that although you could print characters to the screen, you couldn't define them, which means you're stuck with a limited and rather boring selection.

SpriteMaker

A fairly standard sprite editor this. The edit square on the left of the screen blows a sprite up till every pixel is the size of a character square. Bottom right is a window which displays the sprite, proper size. Above that a window continuing the edit commands.

Spritemaker will handle multicolour as well as single colour sprites and will also allow to stretch them on both the X and the Y axis should the fancy take you. Flipping the sprites and shifting it within its own boundaries are also catered for.

When it comes to animating the sprite, you can use up to 31 frames and there is also a thoughtfully included copy command that saves you a lot of redrawing. You can run the animation from within Spritemaker and check that it looks all right.

SceneMaker

Here is where you create the backgrounds over which all the action in your game will take place. Things start getting a little restrictive here. Firstly, you are only allowed to use four colours, including the background colour. So anyone wanting to set a game against a Turner or Picasso background better think again.

The drawing commands are simple, yet adequate. Lines, circles, fills and boxes. You also get a copy and a zoom command to help things along.

The most irritating part about using the Scenemaker is that you can only see half of the screen at any one time. If you want to draw on the other half, you have to scroll it down into view, or use the view command to display the entire screen.

Conclusion

I found I had a lot of fun using *Gamemaker* and was quite surprised at how quickly I could get something quite professional looking up and running on the screen. Like any package of this sort, it does take some time to get used to, so don't expect to have your own version of *Elite* running the first time you use it.

I think that anyone with a Commodore and an interest in games will get a lot out of it, even hardened programmers who could use it to knock up demos quickly to see how they feel.

In all, a well thought out and presented product. By the way, if it does make you a millionaire, remember who told you about it!

EXAMPLE PROGRAM

This is a very simple program which should give you an idea of how easy it is to write games using *Gamemaker*. In it a spaceship flies from left to right across the screen, gradually descending. The player can move a laser across the bottom and fire bolts up at the spaceship. For every bolt that is fired and misses, the spaceship speeds up.

```
 / ZAP-EM BY CHRIS PALMER /
  SPRITE 1 IS BASE
  BASE  1 COLOR 1 =CYAN
  SPRITE 2 IS EXPLO
  SPRITE 3 IS LASER
  SPRITE 4 IS MEGAS1
  SCENE 1 BACKGROUND=BLACK
  CLEAR SCENE 1
  MEGAS14 ANIMATES ALWAYS
  MEGAS14 ANIMATION SPD =030
  MEGAS14 X POSITION =050
  MEGAS14 Y POSITION =050
  MEGAS14 DIR =065  0910
  SET I = 045
  MEGAS14 MOVEMENT SPEED=(I)
  SET X = 127
  BASE  1 X POSITION =(X)
  BASE  1 Y POSITION =230
  LASER 3 Y POSITION =230
  L001 / START MAIN LOOP
 IF JOYSTICK 1 IS LEFT  THEN
  SET X = X - 002
 END IF
 IF JOYSTICK 1 IS RIGHT THEN
  SET X = X + 002
 END IF
 IF X > 160 THEN
  SET X = 160
 END IF
 IF X < 030 THEN
  SET X = 030
 END IF
 IF BUTTON 1 IS ON  THEN
  SET A = (X)
  SET B = 230
  LASER 3 DIR =000  UP
  LASER 3 MOVEMENT SPEED=120
  LASER 3 X POSITION =(A)
  LASER 3 Y POSITION =(B)
 END IF
 IF LASER 3 HIT MEGAS14 THEN
  SET C =LASER 3 X POSITION
  SET D =LASER 3 Y POSITION
  EXPLO 2 ANIMATES ONCE
  EXPLO 2 ANIMATION SPD =030
  EXPLO 2 X POSITION =(C)
  EXPLO 2 Y POSITION =(D)
  CLEAR MEGAS14
 END IF
  SET F =LASER 3 Y POSITION
 IF F < 015 THEN
  LASER 3 X POSITION =001
  LASER 3 Y POSITION =255
  LASER 3 MOVEMENT SPEED=000
  SET I = I + 004
  MEGAS14 MOVEMENT SPEED=(I)
 END IF
 IF MEGAS14 HIT BASE  1 THEN
  EXPLO 2 X POSITION =(X)
  EXPLO 2 Y POSITION =(Y)
  CLEAR BASE  1
  EXPLO 2 ANIMATES ONCE
  EXPLO 2 ANIMATION SPD =030
 STOP PROGRAM
 END IF
  BASE  1 X POSITION =(X)
 JUMP TO LABEL L001
```

LASER BASIC

- **Machine: Amstrad CPC 464/664/6128; Commodore 64/128; Spectrum 48K/plus**
- **Supplier: Ocean**
- **Price: Spectrum (£9.95); C64/128 (£19.95 tape, £24.95 disc); Amstrad (£19.95) tape, £24.95 disc).**

The advertising literature for Ocean's *Laser Basic* claims to "turn your computer into a professional games writing machine for fun and profit." Quite a bold statement to make especially when you consider the number of games on the market for the machines it is written for; namely the Amstrad (464/664/6128), Commodore (64/128) and Spectrum (48K/plus).

The program does come with a proven pedigree though, having been released through Ocean by the people who brought you the much acclaimed utility White Lightning.

The package looks like an oversized video cassette case which contains the manual (which is an attempt to stop piracy has been published black on coloured paper, blue for the Amstrad, red for the Commodore and green for the Spectrum), the cassettes which contain the Laser Basic Extension program, sprite generator, demo program, and some already pre-defined sprites. The Amstrad and Commodore versions also have a Sound Generator and sound sprites which are sadly lacking on the Spectrum.

The manuals are concise and have lots of small worked examples to follow. Mind you, in the Amstrad version you get over 200 new commands, over 250 on the Commodore and 100 on the Spectrum.

But don't be put off. It's like any new language, you will find that some of the commands will be used often and for others you will need to refer to the manual.

After all that, what can *Laser Basic* actually do!!? I'll take the Amstrad and Spectrum versions first. *Laser Basic* gives these two machines full sprite manipulation capabilities only dreamed of by the manufacturers. It is possible, of course, using machine code, to program and control sprites but, unless you are fully conversant with Z80 mnemonics, this is not an easy task, especially if you wish to control a number of sprites such as those found in programs like *Jet Set Willy* and *Manic Miner*.

After loading the Laser Basic Extension the user can then do a multitude of things with sprites, these include moving them in any direction on the screen, up, down, forwards, backwards, behind or in front of other sprites, and you can move them along pre-determined paths. You can also detect collisions, expand, shrink, rotate, inverse and duplicate sprites without corrupting any other data. Other commands enable you to window or change the colours of the sprite of your choice, using up to 255 sprites at any one time.

Mindboggling!

Not only that, the program has its very own interrupt facility for even smoother graphics.

The sound capability of the Amstrad is fairly well known but even here the capabilities of the machine are enhanced by the addition of commands not only to make the beeps and boops normally associated with games but the complex tunes you may have had difficulty with previously. You can even assign a particular sound to a particular sprite character.

The Commodore version is a little different to the other two reviewed because of two main reasons — Commodore's poor basic and it already has a hardware sprite facility.

So *Laser Basic* for the machine contains not just extended interpreter for sprite manipulation but an extended Basic as well which gives the 64 some of the capabilities of other machines.

The program not only allows the user to control software sprites in a similar manner to those of the other two machines but also includes a variety of commands for manipulating the hardware sprites as well. When you consider the amount of time, space and effort needed using the poke statement, the package is nearly worth while for that alone. Again, the sound capabilities are dealt with in a similar vein to those of the Amstrad.

The only real criticism of *Laser Basic* is the fact that it needs to be resident in the machine to run any programs written using it, although Ocean have released a *Laser Basic Compiler* for the Commodore and Spectrum (the Amstrad version is not completed yet) which allows you to compile your *Laser Basic* programs and run them without the main program. This is of course an extra program, but you can market any game without paying any royalties to Ocean. Nice idea.

When you consider the cost of present day games for the above machines, *Laser Basic* must be real value for money. I've had as much, if not more, fun with it than many of the games I've come across lately. If you have any doubts about buying the package ask the shop to load the Demo program for you then stand back and enjoy the show, I'm sure you will be as impressed as I was.

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Once across the road — or rather if he gets across the road — Herbert must buy his skis for £10. Once onto the ski slopes he must ski between two flags while avoiding bushes and bumps.

After every two screens there is a bonus screen in which Herbert must catch a ski lift.

The program comes in two parts, the part one must be loaded and RUN first. The second part can then be loaded. Movement is by joystick in port two.

LISTING ONE

```
10 REM*HERBERT 1*INSTRUCTIONS*
20 POKE 54296,15
30 POKE 54276,0
100 FORI=0TO25:READHF,LF,DU
110 POKE 37978+I,HF:POKE 38234+I,LF:POKE
 38490+I,DU/2:NEXTI
115 POKE 53276,0:POKE53280,0:POKE53281,0
200 POKE 53280,15:POKE53281,15:PRINT"[CL
EAR]"
205 PRINT"[CLEAR]":GOSUB2350:T=863
206 POKE 56334,PEEK(56334)AND254:POKE1,P
EEK(1)AND251
207 FORI=1024TO2040:POKEI+13312,PEEK(I+5
3248):NEXTI
210 POKE 1,PEEK(1)OR4:POKE56334,PEEK(563
34)OR1
215 FORI=14592TO14600:POKEI,0:NEXT
220 PRINT "[HOME][BLACK][DOWN][DOWN][DOW
N][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][D
OWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN]
[DOWN][DOWN][DOWN][DOWN][DOWN][DOWN]";TA
B(10);"BY J.MOUNTAIN"
230 PRINT TAB(7);"      ITEMS TO READ";T;
"[LEFT] "
240 FOR L=0TO(64*9)-1:READA:POKE15680+L,
A:SU=SU+A:T=T-1
250 PRINT "[UP]";TAB(25);T
260 NEXT L:IF SU<>44919THENPRINT "? DATA
 ERROR LINE 1000-1490":STOP
270 I=0:SU=0
271 READA:IF A=-1THEN280
272 POKE 14840+I,A:I=I+1:SU=SU+A
273 PRINT TAB(25);"[UP]";T;"[LEFT] "
275 T=T-1:GOTO 271
280 IF SU<>25748THENPRINT "? DATA ERROR
LINES 1500-1540":STOP
290 PRINT "[CLEAR][DOWN][DOWN][DOWN][DOW
N][DOWN][DOWN][DOWN][DOWN][DOWN][RIGHT][
RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT
][RIGHT][RIGHT]INITIALISING DATA."
300 SU=0:FORA=49152TO49328:READS:POKEA,S
:SU=SU+S:NEXTA
301 IF SU<>26597THENPRINT "? DATA ERROR
LINES 1600-1690":STOP
310 SU=0:FORT=0TO2:FORX=0TO255:READA:IFA
=-1THEN330
320 POKE36864+T*256+X,A:SU=SU+A:NEXTX
330 NEXTT:IF SU<>10618THENPRINT"? DATA E
RROR LINES 1700-1760":STOP
340 POKE37632,0:POKE37633,0:T=0
350 READHF,LF,DU:SU=SU+HF+LF+DU:IF HF=-1
THEN370
360 POKE37888+T,HF:POKE38144+T,LF:POKE38
400+T,(3*DU):T=T+1:GOTO 350
370 POKE37380,T+1:POKE 54274,255:POKE 54
275,4
375 IF SU<>25678THENPRINT "? DATA ERROR
LINES 1765-1791":STOP
380 SU=0:FORI=0TO15:READ HF,LF,DU:SU=SU+
HF+LF+DU
390 POKE 38003+I,HF:POKE 38259+I,LF:POKE
 38515+I,(DU*2):NEXTI
395 IF SU<>1514THENPRINT "? DATA ERROR L
INES 1793-1795":STOP
400 REM*INSTRUCTIONS*
410 POKE 53265,91:POKE 53283,14:POKE 532
81,15:POKE 53280,12
420 PRINT"[CLEAR][DOWN][DOWN][BLUE][RIGH
T][RIGHT][RIGHT][RIGHT][RIGHT]        [RVS
ON]INSTRUCTIONS"
430 PRINT"[RIGHT][RIGHT][RIGHT][RIGHT][R
IGHT]AS HERBERT YOU MUST FIRST CROSS"
440 PRINT"[RIGHT][RIGHT][RIGHT][RIGHT][R
IGHT]THE BUSY ROAD TO BUY YOUR SKIES"
450 PRINT
460 PRINT"[RIGHT][RIGHT][RIGHT][RIGHT][R
IGHT]YOU [RVSON]PAY \10[RVSOFF] FOR SKIS
"
470 PRINT"[RIGHT][RIGHT][RIGHT][RIGHT][R
IGHT]AND [RVSON]PAY \10[RVSOFF] FOR EVER
YTIME YOU"
480 PRINT"[RIGHT][RIGHT][RIGHT][RIGHT][R
IGHT]GET KNOCKED DOWN FOR AMBULANCE"
490 PRINT"[RIGHT][RIGHT][RIGHT][RIGHT][R
IGHT]SERVICE."
500 PRINT
510 PRINT"[RIGHT][RIGHT][RIGHT][RIGHT][R
IGHT]ON THE SLOPES YOU MUST SKI THROUGH"
520 PRINT"[RIGHT][RIGHT][RIGHT][RIGHT][R
IGHT]THE TWO FLAGS."
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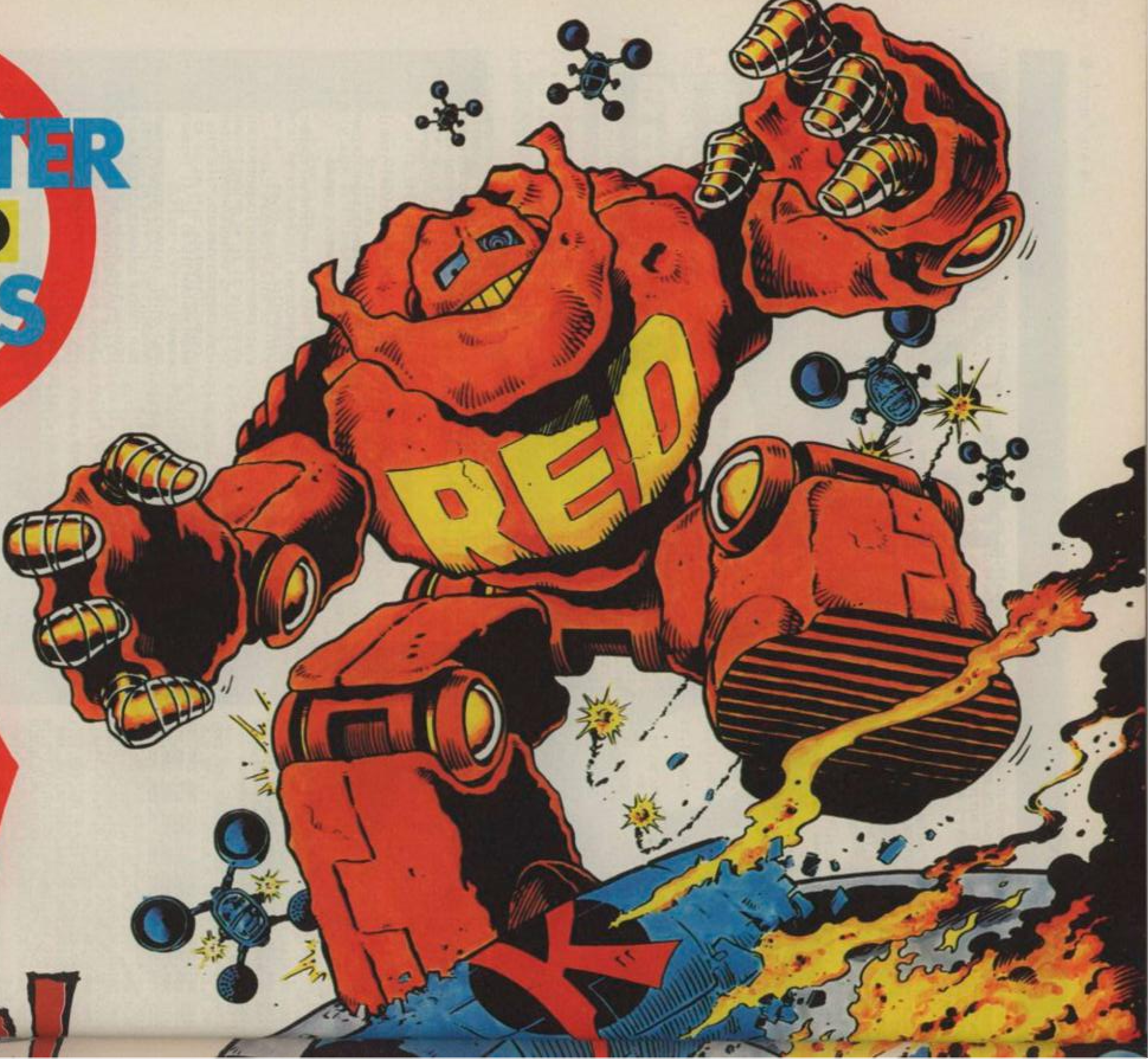
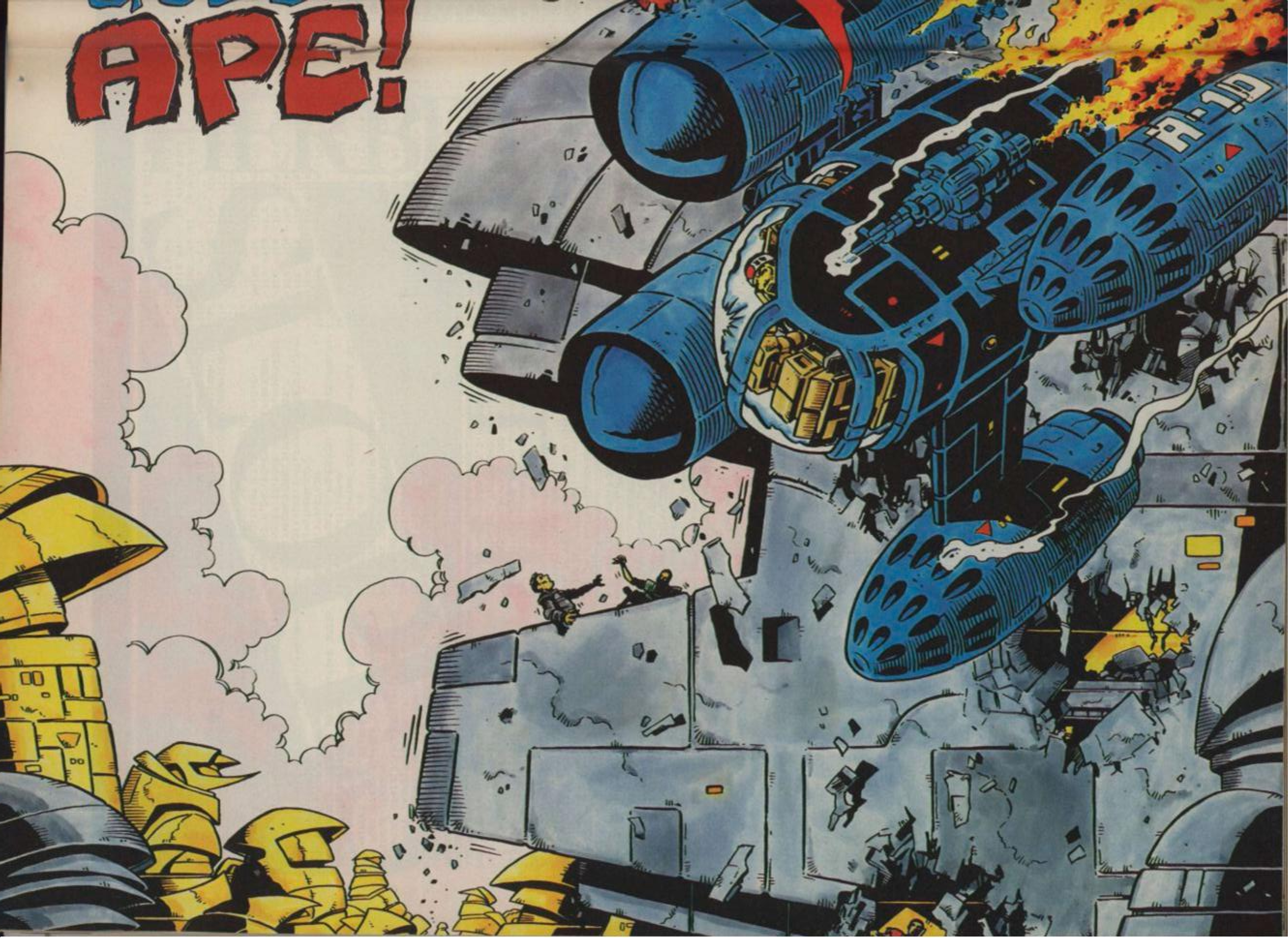
```
530 PRINT"[RIGHT][RIGHT][RIGHT][RIGHT][R
IGHT]HOWEVER THERE IS OBSTACLES SUCH"
540 PRINT"[RIGHT][RIGHT][RIGHT][RIGHT][R
IGHT]AS [RVSON]BUSHES[RVSOFF] AND [RVSON
]BUMPS"
550 PRINT
560 PRINT"[RIGHT][RIGHT][RIGHT][RIGHT][R
IGHT]YOU MAY USE A JOYSTICK IN [RVSON]PO
RT 2"
580 PRINT
590 PRINT"[BLACK][RVSON][RIGHT][RIGHT][R
IGHT][RIGHT][RIGHT]              HIT A KEY
          "
600 POKE 198,0:WAIT 198,1:POKE 198,0
610 PRINT "[UP]LOADING PART TWO PLEASE W
AIT..........."
615 POKE 53265,PEEK(53265)-64
620 LOAD "HERBERT 3",1:REM IF USING DISK
 CHANGE',1'TO',8'
630 RUN
970 DATA8,147,30,9,159,30,10,60,30,11,11
4,30,12,216,30,10,60,30,12,216,50
971 DATA12,32,30,10,60,30,12,32,50,11,11
4,30,9,159,30,11,114,30
972 DATA8,147,30,9,159,30,10,60,30,11,11
4,30,12,216,30,10,60,30
973 DATA12,216,20,17,37,30,15,70,30,12,2
16,30,10,60,30,12,216,30,15,70,50
1000 DATA0,42,0,0,170,128,2,170,160,10,1
70,168,11,171,168,11,235,232,27,107
1010 DATA105,27,107,105,26,234,233,21,15
0,169,2,170,161,0,191,129,0
1020 DATA170,0,2,0,128,8,128,32,10,128,3
2,0,0,136,0,0,168,0,0,0,0,0,0,0,0,0
1030 DATA0,42,0,0,170,128,2,170,160,10,1
70,168,11,171,168,11,235,232,27,107,105
1040 DATA27,107,105,26,234,233,26,150,85
,18,170,160,16,191,128,0,42,32,0,128,32
1050 DATA2,0,136,2,0,168,8,128,0,10,128,
0,0,0,0,0,0,0,0,0,0
1060 DATA0,42,0,0,170,128,2,170,160,10,1
70,168,11,171,168,11,235,232,27,107,105
1070 DATA27,107,105,26,234,233,26,150,16
9,18,170,175,252,191,131,48,42,3,48
1080 DATA128,131,50,0,35,22,1,96,5,0,80,
1,64,20,0,80,5,0,0,0,0,0,0,0
1090 DATA0,42,0,0,170,128,2,170,160,10,1
70,168,11,171,168,11,235,232,27,107,105
1100 DATA27,107,105,26,234,233,26,150,16
9,18,170,175,252,191,131,48,42,3,48,128
1110 DATA131,50,0,35,2,64,36,5,0,80,20,1
,64,80,5,0,0,0,0,0,0,0,0
1120 DATA3,192,0,7,217,0,21,101,144,170,
150,84,170,169,85,170,150,86
1130 DATA166,149,101,149,149,101,166,170
,165,166,150,165,166,150,165,170,170,165
1140 DATA170,170,164,170,170,160,84,21,0
,16,4,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
1145 DATA0,0
1150 DATA0,36,0,255,255,255,255,255,255,
192,0,3,192,0,3,192,0,3,192,0,3,192,0,3
1160 DATA192,0,3,192,0,3,255,255,255,255
,255,255,255,255,255,255,255,227,255,255
1170 DATA227,255,255,255,255,255,255,255
,255,255,255,255,255,255,255,255,255,255
1180 DATA255,255,0,36,0,0,36,0,0,36,0,0,
36,0,0,36,0,0,36,0,0,36,0,0,36,0,0,36,0
1190 DATA0,36,0,0,36,0,0,36,0,0,36,0,0,3
6,0,0,36,0,0,36,0,0,36,0,0,36,0,0,36,0
1200 DATA0,36,0,0,36,0,0
1360 DATA0,42,0,0,170,128,2,170,160,10,1
70,168,10,170,168,10,166,180,10,166,188
1370 DATA10,166,168,10,165,108,10,175,16
8,2,170,160,0,170,128,0,42,0,0,8,0,0,8,0
1380 DATA0,8,0,0,10,0,0,0,0,0,0,0,0,0,0,
0,0,0,0
1390 DATA0,42,0,0,170,128,2,170,160,10,1
70,168,15,170,168,7,166,168,15,166,168
1400 DATA10,166,168,14,86,168,10,170,168
,2,170,168,0,170,128,0,52,0,0,8,0,0,8,0
1410 DATA0,8,0,0,40,0,0,0,0,0,0,0,0,0,0,
0,0,0,0
1499 REM*CHARACTER DATA*
1500 DATA60,102,110,110,96,98,60,0
1501 DATA0,0,0,0,10,43,85,85
1502 DATA0,10,60,238,238,174,85,215
1503 DATA0,48,236,236,238,251,90,94
1504 DATA85,85,29,4,0,0,0,0
1505 DATA85,85,7,1,0,0,0,0
1506 DATA88,80,64,0,0,0,0,0
1507 DATA0,2,10,21,105,105,105,105
1508 DATA0,154,106,149,149,149,149,149
1509 DATA0,169,166,90,90,90,90,90
1510 DATA105,85,85,85,85,29,4,0
1511 DATA149,149,149,149,85,7,1,0
1512 DATA90,91,94,90,88,64,0,0
1513 DATA0,42,170,85,85,85,85,85
1514 DATA0,128,48,252,127,222,214,85
1515 DATA0,0,0,0,0,169,166,90
1516 DATA85,85,85,85,116,16,0,0
1517 DATA85,117,85,85,7,1,0,0
1518 DATA90,91,94,88,64,0,0,0
1519 DATA0,10,42,170,85,85,85,85
1520 DATA0,170,170,171,86,86,86,86
1521 DATA0,184,233,166,90,90,89,86
1522 DATA85,85,85,85,85,46,8,0
1523 DATA86,86,86,86,85,2,0,0
1524 DATA90,91,94,88,80,224,128,0
1525 DATA0,3,55,63,127,127,63,15
1526 DATA64,231,255,255,255,255,255,255
1527 DATA96,248,252,254,254,252,252,248
1528 DATA0,0,0,0,0,0,0,0
1529 DATA254,254,251,251,239,239,191,170
1530 DATA255,255,255,255,255,255,255,170
1531 DATA0,0,3,4,136,10,10,16
1532 DATA0,0,200,32,144,18,0,128
1535 DATA0,0,0,0,0,0,0,0
1540 DATA0,9,217,217,217,208,192,192,192
,192,192,192,0,0,0,0,-1
1600 DATA169,4,133,254,169,79,133,253,32
,125,192,169,119,133,253,32,125,192
1610 DATA169,160,133,253,32,151,192,169,
200,133,253,32,151,192,169,239,133
1620 DATA253,32,125,192,169,5,133,254,16
9,23,133,253,32,125,192,169,64,133
1630 DATA253,32,151,192,169,104,133,253,
32,151,192,169,224,133,253,32,151
1640 DATA192,169,6,133,254,169,8,133,253
,32,151,192,169,47,133,253,32,125,192
1650 DATA169,87,133,253,32,125,192,169,1
28,133,253,32,151,192,169,168,133,253
1655 DATA32,151,192,169,207,133,253,32
1660 DATA125,192,169,247,133,253,32,125,
192,96,160,40,177,253,141,132,3
1670 DATA136,177,253,200,145,253,136,136
,192,0,208,245,173,132,3,200,145,253
1680 DATA96,160,0,177,253,141,132,3,200,
177,253,136,145,253,200,200,192,40
1690 DATA208,245,173,132,3,136,145,253,9
6
1700 REM
1710 DATA169,146,141,21,3,169,0,141,20,3
,96,-1
1720 DATA169,234,141,21,3,169,49,141,20,
3,96,-1
1730 DATA172,0,147,192,17,240,57,206,1,1
47,173,1,147,201,0,208,44,238,0,147,169
1740 DATA0,141,4,212,169,9,141,5,212,169
,196,141,6,212,169,65,141,4,212,185,15
1750 DATA167,185,0,148,141,1,212,185,0,1
49,141,0,212,185,0,150
1760 DATA141,1,147,76,49,234,169,0,141,0
,147,141,4,212,24,144,242,-1
1765 REM
1770 DATA25,177,5,25,177,5,25,177,5,21,1
54,2,21,154,2,25,177,2,25,177,2
1775 DATA28,214,5,25,177,5,21,154,5,0,0,
5
1776 DATA21,154,5,19,63,15,21,154,5,19,6
3,10,25,177,5,25,177,5,25,177,5
1780 DATA21,154,5,25,177,2,25,177,2,28,2
14,2,28,214,2,25,177,5,21,154,5,0,0,5
1781 DATA 19,63,10,21,154,5,19,63,5,17,3
7,15,25,177,5
1782 DATA25,177,5,25,177,5,21,154,2,21,1
54,2,25,177,2,25,177,2
1783 DATA28,214,5,25,177,5,21,154,5,0,0,
5
1784 DATA21,154,5,19,63,15,21,154,5,19,6
3,10,25,177,5,25,177,5,25,177,5
1785 DATA21,154,5,25,177,2,25,177,2,28,2
14,2,28,214,2,25,177,5,21,154,5,0,0,5
1786 DATA 19,63,10,21,154,5,19,63,5,17,3
7,15,0,0,5
1787 DATA17,37,7,17,37,2,21,154,5,25,177
,5,34,75,15,0,0,5,28,214,7,28,214,2
1788 DATA34,75,5,28,214,2,25,177,15,21,1
54,2,22,227,2,25,177,5,25,177,5
1789 DATA21,154,2,21,154,2,25,177,2,25,1
77,2
1790 DATA28,214,5,25,177,5,21,154,10,19,
63,5,21,154,3,22,227,3,21,154,3
1791 DATA19,63,5,19,63,5,17,37,15,-1,-1,
-1
1792 REM*GOD SAVE THE QUEEN*
1793 DATA15,70,10,15,70,10,17,37,10,14,1
07,15,15,70,5,17,37,10,19,63,10,19,63,10
1794 DATA20,100,10,19,63,15,17,37,5,15,7
0,10,17,37,10,15,70,10,14,107,10
1795 DATA15,70,30
2350 POKE 53280,15:POKE53281,15
2351 PRINT "[HOME][RVSON][DOWN][DOWN][RI
GHT][RIGHT][c 4][sEP][s N][RIGHT][RIGHT]
[sEP][s N]    [s N]    [s N]    [s N]
 [s N]    [s N]    [s N]"
2352 PRINT "[RIGHT][RIGHT][RVSON][c 5] [
c 4] [RIGHT][RIGHT][c 5][c M]    [c M]
  [c M]    [c M]    [c M]    [c M]    [c
 M][c 4][RVSOFF][sEP]"
2353 PRINT "[RIGHT][RIGHT][RVSON][c 5] [
c 4] [RIGHT][RIGHT][c 5][c M] [c 4] [RIG
HT][RIGHT][RIGHT][c 5] [c 4] [RIGHT][RIG
HT][c 5][c M] [c 4] [RIGHT][RIGHT][c 5][
c M] [c 4] [RIGHT][RIGHT][RIGHT][c 5] [c
 4] [RIGHT][RIGHT][c 5][c M][c 4] [RIGHT
][c 5] [c 4] "
2354 PRINT "[RIGHT][RIGHT][RVSON][c 5] [
c 4][s N]  [c 5][c M] [c 4][s N][s N][RI
GHT][RIGHT][c 5] [c 4][s N]  [c 5][c M]
[c 4][s N]  [c 5][c M] [c 4][s N][s N][R
IGHT][RIGHT][c 5] [c 4][s N]  [c 5][c M]
[c 4] [RIGHT][c 5] [c 4] "
2355 PRINT "[RIGHT][RIGHT][RVSON][c 5]
  [c M]  [c 4][RVSOFF][sEP][RVSON][RIGHT
][RIGHT][c 5]    [c M]    [c 4][s N][c 5
]  [RVSOFF][c 4][sEP][RVSON][RIGHT][RIGH
T][c 5]    [c M][RVSOFF][c 4][sEP][RIGHT
][RVSON][c 5] [c 4] "
2356 PRINT "[RIGHT][RIGHT][RVSON][c 5] [
c 4] [RIGHT][RIGHT][c 5][c M] [c 4] [RIG
HT][RIGHT][RIGHT][c 5]  [c 4][s N][s N][
RIGHT][c 5] [c 4] [RIGHT][RIGHT][c 5][c
M] [c 4] [RIGHT][RIGHT][RIGHT][c 5]  [c
4][s N][s N][RIGHT][RIGHT][RIGHT][c 5] [
c 4] "
2357 PRINT "[RIGHT][RIGHT][RVSON][c 5] [
c 4] [RIGHT][RIGHT][c 5][c M] [c 4][s N]
   [c 5] [c 4] [c 5] [c 4][s N][s N][c 5
] [c 4][s N]  [c 5][c M] [c 4][s N]   [c
 5] [c 4] [c 5] [c 4][s N][s N][RIGHT][R
IGHT][c 5] [c 4] "
2358 PRINT "[RIGHT][RIGHT][RVSON][c 5] [
c 4][RVSOFF][sEP][RIGHT][RIGHT][c 5][RVS
ON][c M]    [c M] [RVSOFF][c 4][sEP][RVS
ON][RIGHT][c 5] [RVSOFF][c 4][sEP][RVSON
][c 5]    [c M]    [c M] [c 4][RVSOFF][s
EP][RVSON][RIGHT][c 5] [RVSOFF][c 4][sEP
][RIGHT][RVSON][RIGHT][c 5] [c 4][RVSOFF
][sEP]"
2359 PRINT "[BLACK][DOWN]";TAB(16);"ON T
HE[DOWN]"
2360 PRINT "[RIGHT][RIGHT][RIGHT][RIGHT]
[RVSON][c 4][sEP]    [s N][s N][RIGHT][R
IGHT][RIGHT][sEP]    [s N]    [s N]    [
s N]    [s N]"
2361 PRINT "[RIGHT][RIGHT][RIGHT][RIGHT]
[RVSON][c 5]    [c M] [c 4] [RIGHT][RIGH
T][RIGHT][c 5]    [c M]    [c M]    [c M
]    [c M][c 4][RVSOFF][sEP]"
2362 PRINT "[RIGHT][RIGHT][RIGHT][RIGHT]
[RVSON][c 5] [c 4] [RIGHT][RIGHT][RIGHT]
[c 5] [c 4] [RIGHT][RIGHT][RIGHT][c 5] [
c 4] [RIGHT][RIGHT][c 5][c M][c 5] [c 4]
 [RIGHT][RIGHT][c 5][c M] [c 4] [RIGHT][
RIGHT][RIGHT][c 5] [c 4] [RIGHT][RIGHT][
RIGHT]"
2363 PRINT "[RIGHT][RIGHT][RIGHT][RIGHT]
[RVSON][c 5] [c 4][s N]   [c 5] [c 4] [R
IGHT][RIGHT][RIGHT][c 5] [c 4] [RIGHT][R
IGHT][c 5][c M] [c 4][s N]  [c 5][c M] [
c 4][s N][s N][RIGHT][RIGHT][c 5] [c 4][
s N]   [s N]"
2364 PRINT "[RIGHT][RIGHT][RIGHT][RIGHT]
[RVSON][c 5]    [c M] [c 4] [RIGHT][RIGH
T][RIGHT][c 5] [c 4] [RIGHT][RIGHT][c 5]
[c M]    [c M]  [RVSOFF][c 4][sEP][RIGHT
][RIGHT][RVSON][c 5]    [c M][c 4] "
2365 PRINT "[RIGHT][RIGHT][RIGHT][RIGHT]
[RVSON][c 5][RIGHT][RIGHT][RIGHT][RIGHT]
[c M] [c 4] [RIGHT][RIGHT][RIGHT][c 5] [
c 4] [RIGHT][RIGHT][c 5][c M] [c 4] [RIG
HT][RIGHT][RIGHT][c 5] [c 4] [RIGHT][RIG
HT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][c
 5][c M][c 4] "
2366 PRINT "[RIGHT][RIGHT][RIGHT][RIGHT]
[RVSON][c 4][sEP]   [c 5][c M] [c 4][s N
]  [c 5] [c 4][s N]  [c 5][c M] [c 4] [
RIGHT][RIGHT][RIGHT][c 5] [c 4][s N]   [
s N]   [c 5][c M][c 4] "
2367 PRINT "[RIGHT][RIGHT][RIGHT][RIGHT]
[RVSON][c 5]    [c M]   [c M]    [c M][
c 5] [c 4][RVSOFF][sEP][RVSON][RIGHT][RI
GHT][RIGHT][c 5]    [c M]    [c M][RVSOF
F][c 4][sEP]"
2368 PRINT "[DOWN][DOWN]";TAB(10);"[c 2]
PLEASE WAIT."
2369 RETURN
READY.
```

COMPUTER +VIDEO GAMES

RED GOES





APE!
A-10

LISTING TWO

```
0 POKE54296,1:POKE 55,0:POKE 56,61:POKE
51,0:POKE 52,53
5 HI$="**CBM 64**":HI=500
7 GOSUB2350
10 T$="[c C][c D][c C][c D][c C][c D][c
C][c D][c C][c D][c C][c D][c C][c D][c
C][c D][c C][c D][c C][c D][c C][c D][c
C][c D][c C][c D][c C][c D][c C]":LI=50:
LE=1:SC=0:SH=.2:MC=1:MD=1:WR=17
20 PRINT CHR$(14):POKE53275,0:POKE53271,
0:POKE53277,0:POKE53276,3:POKE53270,216
30 POKE53280,15:POKE53281,15:POKE 53282,
12:POKE53283,11:POKE53285,2:POKE53286,7
70 POKE 53272,(PEEK(53272)AND240)+12:POK
E53250,0
75 GOSUB 1800
80 POKE53287,12
81 POKE 37420,0:POKE 37426,0:POKE 37432,
0:POKE 37380,91
82 POKE 37412,65:POKE 37407,0:POKE 37402
,9:POKE37632,0:SYS 36864
85 POKE 54276,0:POKE54290,0:POKE54296,15
:J=56320:CT=30:Y=47:X=192
90 POKE53248,X:POKE53249,Y:POKE 2040,245
:POKE 53269,255:M=1085
100 SP=SP+1
102 IF SP>1THENSP=0
105 POKE 2040,245+SP
110 IF PEEK(J)=126ANDY>47THENM=M-80:Y=Y-
16:SC=SC+5
120 IF PEEK(J)=125THENM=M+80:Y=Y+16:SC=S
C+5
130 IF PEEK(J)=123THENM=M-1:X=X-8:SC=SC+
5:POKE 2040,253
140 IF PEEK(J)=119THENM=M+1:X=X+8:SC=SC+
5:POKE 2040,252
141 IF PEEK(J)=111ANDMC=0THENMC=1:POKE 5
4295,1:GOTO145
142 IF PEEK(J)=111ANDMC>0THENMC=0:POKE 5
4295,0
145 IF X<24THENX=X+8:M=M+1
147 IF X>320THENX=X-8:M=M-1
150 IF X>255THENPOKE53264,1:POKE53248,X-
255:GOTO165
160 POKE 53264,0:POKE53248,X
165 IF Y>=200THENGOSUB850:GOTO300
170 IF Y<47THENY=Y+16:M=M+80:SC=SC-5
171 IF Y<47THEN170
175 POKE 53249,Y
180 IF PEEK(53279)AND1=1THENGOSUB700
190 SYS 49152
200 PRINT "[HOME][DOWN][DOWN][DOWN][DOWN
][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DO
WN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][
DOWN][DOWN][DOWN][DOWN][RED]SCORE";SC
205 PRINT "[RED]MONEY ";LI
210 PRINT "[UP][RED]TIME ";MID$(T$,1,CT)
;"[c 2][c -][s -][c -][s -][c -][s -]";
211 CT=CT-SH:IFCT<=0THENGOSUB710
230 GOTO 100
300 IF BS=1THENGOTO 900
310 LI=LI-10:F=0:F1=0
311 POKE54290,0:POKE54278,240
320 TT=PEEK(53248+16):WA=0:POKE53288,1:P
OKE 53280,15:POKE53281,15
330 PRINT "[CLEAR][HOME][DOWN][DOWN][DOW
N][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][D
OWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN]
[DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOW
N][DOWN]";:POKE53288,1:POKE2040,248
340 POKE 54292,240:POKE54291,32
350 POKE 54290,0:POKE53269,255
351 POKE 37412,17:POKE 37407,0:POKE 3740
2,9:POKE 37632,0
355 POKE 37420,90:POKE 37426,90:POKE 374
32,90:POKE 37380,27:SYS 36864
360 TI$="000000":G=20:X=160:Y=150:M=1561
:C=0:SP=248:S1=54286:S2=54287
370 POKE53287,12:POKE 53285,2:POKE 53286
,7:POKES2,100:POKES1,60
400 J=PEEK(56320)
405 IF J=119THENPOKES2,104:F1=1:F=8:SP=2
47
407 IF J=111ANDMC=0THENMC=1:POKE54295,1:
GOTO410
408 IF J=111ANDMC=1THENMC=0:POKE54295,0
410 IF J=123THENPOKES2,104:F1=-1:F=-8:SP
=248
411 M=M+F1:X=X+F:POKE53249,Y
412 IF X<24THENX=X+8:M=M+1
413 IF X<24THEN412
414 IF X>296THENX=X-8:M=M-1
415 IF X>296THEN414
416 IF X>255THENPOKE53264,1:POKE53248,X-
255:GOTO419
417 POKE53264,0:POKE 53248,X
419 POKE2040,SP:K=PEEK(M):L=PEEK(M+2):K1
=PEEK(M+40):L1=PEEK(M+42)
420 IF K=32ANDL=32ANDK1=32ANDL1=32THEN50
0
430 IF K1=91ORL1=91THENPOKES1-7,34:SC=SC
+5:POKEM,32:POKEM+1,32:GOTO500
440 IF K=91ORL=91THENPOKES1-7,34:SC=SC+5
:POKEM,32:POKEM+1,32:GOTO500
450 IF K=94ORL=94ORL1=94ORK1=94THENRN=IN
T(RND(1)*3):X=X+(8*RN):M=M+RN:GOTO 500
455 IF K1=95ORL1=95ORL=95ORK=95THENRN=IN
T(RND(1)*3):X=X-(8*RN):M=M-RN:GOTO 500
460 IF RND(1)>.5THENGOSUB710:GOTO 30
470 PRINT "[CLEAR][DOWN][DOWN][DOWN][DOW
N][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][D
OWN][DOWN][DOWN][BLACK]YOU BROKE YOUR SK
IS!":LI=LI-10
480 IF LI=<0THEN4000
490 GOTO 300
500 POKES2,100
510 PRINT "[HOME][BLACK]MONEY";LI,"TIME"
;TI$;"SCORE";SC;"[DOWN][DOWN][DOWN][DOWN
][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DO
WN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][
DOWN][DOWN][DOWN][DOWN][DOWN][DOWN]"
530 H=INT(RND(1)*39):R=INT(RND(1)*39):EF
=INT(RND(1)*2)
535 IF H=RORH=R+1ORH+1=RORH+1=R+1THEN530
540 IF EF=1THEN560
550 POKE1984+H,88:POKE1985+H,89:POKE5625
6+H,5:POKE56257+H,5:POKE1986+H,90
555 POKE56258+H,5:GOTO 590
560 POKE 1984+R,94:POKE 1985+R,95:POKE56
256+R,4:POKE56257+R,4
590 H=RND(1):IF H>.5THENG=G+1:IFG>34THEN
G=34
600 IF H<.5THENG=G-1:IFG<1THENG=1
605 IF C=0THENPRINT TAB(G);"[c 2] [c K][
BLACK][s +][s +][s +][c 2][c K] "
610 IF C=4THENPRINT TAB(G);" [c 6] [c K]
[BLACK][s +][s +][s +][c 6][c K] "
620 PRINT TAB(G+1);"   ":C=C+1:IFC>7THEN
C=0
630 IF TI$<"000060"THEN400
640 LE=LE+1:LI=LI+20
650 IF LE/2<>INT(LE/2)THEN20
660 POKE 54290,0
665 POKE 53269,255
670 VI=53252:VC=53253:C=200:FORI=2TO6:PO
KEVI,20:POKEVC,C:C=C-40:VI=VI+2
680 VC=VC+2:POKE53288+I,2:POKE2041+I,251
:NEXTI:POKE53271,248:POKE53277,248
690 POKE2042,250:POKE53252,31:POKE53253,
200:CT=14:BS=1:GOTO30
700 IF PEEK(M)=32ANDPEEK(M+1)=32ANDPEEK(
M+2)=32THENRETURN
701 IF PEEK(M)=92ANDPEEK(M+1)=93ANDPEEK(
M+2)=92THENRETURN
702 IF PEEK(M)=93ANDPEEK(M+1)=92ANDPEEK(
M+2)=93THENRETURN
710 POKE2041,249:POKE54283,0:POKE54280,0
:POKE54279,0:POKE 54284,64:B=0:E=X:BS=0
712 POKE54290,0:POKE54285,240
720 POKE54280,17:POKE54279,34:TT=PEEK(53
248+16):WA=0:POKE53285,2:POKE53288,1
730 FORI=0TO1:FORT=BTOESTEP4:POKE53251,Y
740 IF WA=0THENPOKE54283,0:POKE54283,33:
POKE54280,17:POKE53286,2
750 IF WA=4THENPOKE54283,0:POKE54283,17:
POKE54280,16:POKE53286,6
755 WA=WA+1:IF WA>7THENWA=0
760 IF T>255THENPOKE53264,TT+2:POKE53250
,T-255:GOTO780
770 POKE 53264,TT:POKE53250,T
780 NEXTT:WA=0:F=15:POKE53269,2:B=X:E=32
0:NEXTI:LI=LI-10
790 FORI=2TOT6:POKE 53248+2*I,0:POKE 532
49+2*I,0:NEXTI:BS=0
796 POKE54283,0:POKE53251,0:POKE53250,0:
POKE53248,192:CT=30
797 IF LI<=0THEN4000
798 M=1085:X=192:Y=47:T=30:POKE53249,Y:P
OKE53286,7:POKE53285,2:POKE53269,3
799 POKE 53287,12:POKE 54276,0:POKE54277
,34:POKE54278,240:POKE54276,17:RETURN
850 C=17:FORI=INT(CT)TO0STEP-1:C=C+1
860 POKE 54272,34:POKE54273,C
870 SC=SC+10
880 PRINT "[HOME][DOWN][DOWN][DOWN][DOWN
][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DO
WN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][
DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][RED]
TIME ";MID$(T$,1,I);"[c 6][s X]";
890 NEXT:RETURN
900 POKE 53248,30:POKE 53252,30
901 FORT=200TO0STEP-1:POKE 53253,T:POKE
53249,T:FORI=1TO2:NEXTI,T
902 FORT=2TO6:POKE 53248+2*T,0:POKE 5324
9+2*T,0:NEXTT
909 PRINT "[CLEAR]":POKE53269,1:POKE 532
48,160:POKE 2040,245
910 POKE 37420,115:POKE 37426,115:POKE 3
7432,115:POKE 37380,17:POKE54296,15
911 POKE 37412,33:POKE 37407,0:POKE37402
,15:POKE 37632,0:SYS36864
915 SP=0:A=0:B=127:FORI=1TO2
920 FORT=ATOB:POKE 53249,T:POKE2040,245+
SP:IF T/2=INT(T/2)THENSP=SP+1
925 IF SP>1THENSP=0
926 NEXT:FORT=1TO50:NEXTT
930 PRINT "[HOME][BLACK][DOWN][DOWN][DOW
N][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][D
OWN][DOWN]";TAB(10);"****BONUS 500 PTS**
**"
935 A=127:B=255:NEXT I
940 BS=0:CT=30:SC=SC+500:POKE53269,3:GOT
O 20
970 DATA17,0,0,8,147,3,9,159,1,10,60,1,1
1,114,1,33,0,0,12,216,1,10,60,1,12,216,1
971 DATA17,0,0,12,32,2,10,60,1,12,32,1,3
3,0,0,11,114,2,9,159,1,11,114,1,17,0,0
972 DATA8,147,2,9,159,1,10,60,1,11,114,1
,33,0,0,12,216,1
973 DATA10,60,1,12,216,1,17,37,1,15,70,1
,12,216,1,10,60,1,12,216,1,15,70,1
980 DATA0,0,15,0,0,1,0,0,0,1,8,103,0,156
,243,197,255,249,239,255,237,127,255,239
981 DATA63,255,247,0,0,3,63,255,253,84,0
,15,168,0,7,0,0,3,0,0,1,0,136,132,1,225
982 DATA207,0,12,32,1,233,236,1,9,72,1,5
,39,0
983 DATA80,0,0,128,0,0,128,136,0,129,204
,16,55,158,58,151,63,255,55,255,255,247
984 DATA255,254,239,255,252,192,0,0,191,
255,252,240,0,42,224,0,21,192,0,0,128
985 DATA0,0,18,32,192,120,112,64,83,11,1
92,114,122,160,90,82,32,121,75,192,0
1800 PRINT CHR$(14);"[CLEAR][c 2][s -][c
 -][s -][c -][s -][c -][s -][c -][s -][c
 -][s -][c -][s -][c -][s -][c -][s -][c
 -][s -][c -][s -][c -][s -][c -][s -][c
 -][s -][c -][s -][c -][s -][c -][s -][c
 -][s -][c -][s -][c -][s -][c -]";
1810 PRINT "[s -][c -][s -][c -][s -][c
-][s -][c -][s -][c -][s -][c -][s -][c
-][s -][c -][s -][c -][s -][c -][s -][c
-][s -][c -][s -][c -][s -][c -][s -][c
-][s -][c -][s -][c -][s -][c -][s -][c
-][s -][c -]";
1820 PRINT "[c 2][s L][s M][s N]    [s L
][s M][s N]   [s L][s M][s N]          [
s L][s M][s N]   [s L][s M][s N]      ";
1825 PRINT "[c 2][s O][s P][s Q]    [s O
][s P][s Q]   [s O][s P][s Q]          [
s O][s P][s Q]   [s O][s P][s Q]      ";
1830 PRINT "[c 6]     [s F][s G][s H]   [
s F][s G][s H]     [s F][s G][s H]    [s
F][s G][s H]   [s F][s G][s H]        ";
1835 PRINT "[c 6]     [s I][s J][s K]   [
s I][s J][s K]     [s I][s J][s K]    [s
I][s J][s K]   [s I][s J][s K]        ";
1840 PRINT "[c 4] [s L][s M][s N]     [s
L][s M][s N]        [s L][s M][s N]    [s
L][s M][s N]        [s L][s M][s N]   ";
1845 PRINT "[c 4] [s O][s P][s Q]     [s
O][s P][s Q]        [s O][s P][s Q]    [s
O][s P][s Q]        [s O][s P][s Q]   ";
1850 PRINT "[c 8]     [s F][s G][s H] [s
F][s G][s H] [s F][s G][s H]        [s F]
[s G][s H] [s F][s G][s H] [s F][s G][s
H]       ";
1855 PRINT "[c 8]     [s I][s J][s K] [s
I][s J][s K] [s I][s J][s K]        [s I]
[s J][s K] [s I][s J][s K] [s I][s J][s
K]       ";
1860 PRINT "[c 2][c -][s -][c -][s -][c
-][s -][c -][s -][c -][s -][c -][s -][c
-][s -][c -][s -][c -][s -][c -][s -][c
-][s -][c -][s -][c -][s -][c -][s -][c
-][s -][c -][s -][c -][s -][c -][s -][c
-][s -][c -][s -]";
1870 PRINT "[c -][s -][c -][s -][c -][s
-][c -][s -][c -][s -][c -][s -][c -][s
-][c -][s -][c -][s -][c -][s -][c -][s
-][c -][s -][c -][s -][c -][s -][c -][s
-][c -][s -][c -][s -][c -][s -][c -][s
-][c -][s -]";
1880 PRINT "[c 4]  [s *][s A][s B]    [s
 *][s A][s B]    [s *][s A][s B]       [
s *][s A][s B]  [s *][s A][s B] [s *][s
A][s B]  ";
1885 PRINT "[c 4]  [s C][s D][s E]    [s
```

```
 C][s D][s E]    [s C][s D][s E]       [
s C][s D][s E]  [s C][s D][s E] [s C][s
D][s E]  ";
1890 PRINT "[c 2]      [s R][s S][s T]
  [s R][s S][s T]    [s R][s S][s T]
    [s R][s S][s T] [s R][s S][s T]  ";
1895 PRINT "[c 2]      [s U][s V][s W]
  [s U][s V][s W]    [s U][s V][s W]
    [s U][s V][s W] [s U][s V][s W]  ";
1900 PRINT "[c 2]   [s *][s A][s B] [s *
][s A][s B] [s *][s A][s B]    [s *][s A
][s B] [s *][s A][s B] [s *][s A][s B]
       ";
1905 PRINT "[c 2]   [s C][s D][s E] [s C
][s D][s E] [s C][s D][s E]    [s C][s D
][s E] [s C][s D][s E] [s C][s D][s E]
       ";
1910 PRINT "[c 2]  [s R][s S][s T]
 [s R][s S][s T]   [s R][s S][s T]     [
s R][s S][s T]   [s R][s S][s T]  [s R][
s S][s T]";
1915 PRINT "[c 2]  [s U][s V][s W]
 [s U][s V][s W]   [s U][s V][s W]     [
s U][s V][s W]   [s U][s V][s W]  [s U][
s V][s W]";
1920 PRINT "[c 2][c -][s -][c -][s -][c
-][s -][c -][s -][c -][s -][c -][s -][c
-][s -][c -][s -][c -][s -][c -][s -][c
-][s -][c -][s -][c -][s -][c -][s -][c
-][s -][c -][s -][c -][s -][c -][s -][c
-][s -][c -][s -]";
1930 PRINT "[c -][s -][c -][s -][c -][s
-][c -][s -][c -][s -][c -][s -][c -][s
-][c -][s -][c -][RED][c @][c @][c @][c
@]SKI-HIRE[c @][c @][c @][c 2][c -][s -]
[c -][s -][c -][s -][c -][s -][c -][s -]
";
1940 PRINT "[c 2][c -][s -][c -][s -][c
-][s -][c -][s -][c -][s -][c -][s -][c
-][s -][c -][RED][c @][c @][c @][c @][c
@][c @][c @]\10[c @][c @][c @][c @][c @]
[RVSOFF][c 2][c -][s -][c -][s -][c -][s
 -][c -][s -][c -]";
1960 RETURN
2350 POKE 53280,15:POKE53281,15
2351 PRINT "[CLEAR][RVSON][DOWN][DOWN][R
IGHT][RIGHT][c 4][sEP][s N][RIGHT][RIGHT
][sEP][s N]    [s N]    [s N]    [s N]
  [s N]    [s N]    [s N]"
2352 PRINT "[RIGHT][RIGHT][RVSON][c 5] [
c 4] [RIGHT][RIGHT][c 5][c M]    [c M]
  [c M]    [c M]    [c M]    [c M]    [c
 M][c 4][RVSOFF][sEP]"
2353 PRINT "[RIGHT][RIGHT][RVSON][c 5] [
c 4] [RIGHT][RIGHT][c 5][c M] [c 4] [RIG
HT][RIGHT][RIGHT][c 5] [c 4] [RIGHT][RIG
HT][c 5][c M] [c 4] [RIGHT][RIGHT][c 5][
c M] [c 4] [RIGHT][RIGHT][RIGHT][c 5] [c
 4] [RIGHT][RIGHT][c 5][c M][c 4] [RIGHT
][c 5] [c 4] "
2354 PRINT "[RIGHT][RIGHT][RVSON][c 5] [
c 4][s N]  [c 5][c M] [c 4][s N][s N][RI
GHT][RIGHT][c 5] [c 4][s N]  [c 5][c M]
[c 4][s N]  [c 5][c M] [c 4][s N][s N][R
IGHT][RIGHT][c 5] [c 4][s N]  [c 5][c M]
[c 4] [RIGHT][c 5] [c 4] "
2355 PRINT "[RIGHT][RIGHT][RVSON][c 5]
  [c M]  [c 4][RVSOFF][sEP][RVSON][RIGHT
][RIGHT][c 5]    [c M]    [c 4][s N][c 5
]  [RVSOFF][c 4][sEP][RVSON][RIGHT][RIGH
T][c 5]    [c M][RVSOFF][c 4][sEP][RIGHT
][RVSON][c 5] [c 4] "
2356 PRINT "[RIGHT][RIGHT][RVSON][c 5] [
c 4] [RIGHT][RIGHT][c 5][c M] [c 4] [RIG
HT][RIGHT][RIGHT][c 5]  [c 4][s N][s N][
RIGHT][c 5] [c 4] [RIGHT][RIGHT][c 5][c
M] [c 4] [RIGHT][RIGHT][RIGHT][c 5]  [c
4][s N][s N][RIGHT][RIGHT][RIGHT][c 5] [
c 4] "
2357 PRINT "[RIGHT][RIGHT][RVSON][c 5] [
c 4] [RIGHT][RIGHT][c 5][c M] [c 4][s N]
   [c 5] [c 4] [c 5] [c 4][s N][s N][c 5
] [c 4][s N]  [c 5][c M] [c 4][s N]   [c
 5] [c 4] [c 5] [c 4][s N][s N][RIGHT][R
IGHT][c 5] [c 4] "
2358 PRINT "[RIGHT][RIGHT][RVSON][c 5] [
c 4][RVSOFF][sEP][RIGHT][RIGHT][c 5][RVS
ON][c M]    [c M] [RVSOFF][c 4][sEP][RVS
ON][RIGHT][c 5] [RVSOFF][c 4][sEP][RVSON
][c 5]    [c M]    [c M] [c 4][RVSOFF][s
EP][RVSON][RIGHT][c 5] [RVSOFF][c 4][sEP
][RIGHT][RVSON][RIGHT][c 5] [c 4][RVSOFF
][sEP]"
2359 PRINT "[BLACK][DOWN]";TAB(16);"ON T
HE[DOWN]"
2360 PRINT "[RIGHT][RIGHT][RIGHT][RIGHT]
[RVSON][c 4][sEP]    [s N][s N][RIGHT][R
IGHT][RIGHT][sEP]    [s N]    [s N]    [
s N]    [s N]"
2361 PRINT "[RIGHT][RIGHT][RIGHT][RIGHT]
[RVSON][c 5]    [c M] [c 4] [RIGHT][RIGH
T][RIGHT][c 5]    [c M]    [c M]    [c M
]    [c M][c 4][RVSOFF][sEP]"
2362 PRINT "[RIGHT][RIGHT][RIGHT][RIGHT]
[RVSON][c 5] [c 4] [RIGHT][RIGHT][RIGHT]
[c 5] [c 4] [RIGHT][RIGHT][RIGHT][c 5] [
c 4] [RIGHT][RIGHT][c 5][c M][c 5] [c 4]
 [RIGHT][RIGHT][c 5][c M] [c 4] [RIGHT][
RIGHT][RIGHT][c 5] [c 4] [RIGHT][RIGHT][
RIGHT]"
2363 PRINT "[RIGHT][RIGHT][RIGHT][RIGHT]
[RVSON][c 5] [c 4][s N]    [c 5] [c 4] [R
IGHT][RIGHT][RIGHT][c 5] [c 4] [RIGHT][R
IGHT][c 5][c M] [c 4][s N]  [c 5][c M] [
c 4][s N][s N][RIGHT][RIGHT][c 5] [c 4][
s N]   [s N]"
2364 PRINT "[RIGHT][RIGHT][RIGHT][RIGHT]
[RVSON][c 5]    [c M] [c 4] [RIGHT][RIGH
T][RIGHT][c 5] [c 4] [RIGHT][RIGHT][c 5]
[c M]    [c M]  [RVSOFF][c 4][sEP][RIGHT
][RIGHT][RVSON][c 5]    [c M][c 4] "
2365 PRINT "[RIGHT][RIGHT][RIGHT][RIGHT]
[RVSON][c 5][RIGHT][RIGHT][RIGHT][RIGHT]
[c M] [c 4] [RIGHT][RIGHT][RIGHT][c 5] [
c 4] [RIGHT][RIGHT][c 5][c M] [c 4] [RIG
HT][RIGHT][RIGHT][c 5] [c 4] [RIGHT][RIG
HT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][c
 5][c M][c 4] "
2366 PRINT "[RIGHT][RIGHT][RIGHT][RIGHT]
[RVSON][c 4][sEP]    [c 5][c M] [c 4][s N
]   [c 5] [c 4][s N]  [c 5][c M] [c 4] [
RIGHT][RIGHT][RIGHT][c 5] [c 4][s N]    [
s N]   [c 5][c M][c 4] "
2367 PRINT "[RIGHT][RIGHT][RIGHT][RIGHT]
[RVSON][c 5]    [c M]    [c M]     [c M][
c 5] [c 4][RVSOFF][sEP][RVSON][RIGHT][RI
GHT][RIGHT][c 5]    [c M]     [c M][RVSOF
F][c 4][sEP]"
2368 PRINT "[DOWN][DOWN]";TAB(15);"[c 2]
HIT A KEY."
2369 POKE198,0:WAIT198,1:RETURN
4000 POKE 54296,0:POKE54283,0:POKE54290,
0:POKE53269,0:POKE53272,21
4010 POKE 53280,9:POKE53281,10
4020 PRINT "[CLEAR][DOWN][DOWN][DOWN][DO
WN][DOWN][DOWN][RIGHT][RIGHT][DOWN][DOWN
][DOWN][DOWN][RED][RIGHT][RIGHT][RIGHT][
RIGHT][RIGHT][RIGHT]HARD LUCK...."
4030 PRINT "[RIGHT][RIGHT][RIGHT][RIGHT]
[RIGHT][RIGHT][RIGHT][RIGHT]YOU RAN OUT
OF MONEY."
4035 PRINT "[RIGHT][RIGHT][RIGHT][RIGHT]
[RIGHT][DOWN][RIGHT][RIGHT][RIGHT][RIGHT
][RIGHT]YOU SCORED";SC
4040 IF HI>SCTHEN4045
4041 PRINT "[RVSON][RIGHT][RIGHT][RIGHT]
[RIGHT][RIGHT]YOU GOT THE HIGH SCORE!!!!
";HI=SC
4042 INPUT "ENTER YOUR NAME  ***********[
LEFT][LEFT][LEFT][LEFT][LEFT][LEFT][LEFT
][LEFT][LEFT][LEFT][LEFT][LEFT]";HI$:HI$
=LEFT$(HI$,10)
4045 PRINT "[DOWN][RIGHT][RIGHT][RIGHT][
RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT
][RIGHT][RIGHT][RIGHT]HI-SCORE=";HI
4046 PRINT "[DOWN][RIGHT][RIGHT][RIGHT][
RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT
]BY ";HI$
4048 PRINT "[RIGHT][RIGHT][RIGHT][DOWN][
DOWN][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT]
[RIGHT]YOU WANT TO TRY AGAIN"
4050 PRINT "[RIGHT][RIGHT][RIGHT][RIGHT]
[RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGH
T][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RI
GHT][RIGHT][RIGHT](Y/N)"
4060 GET A$:IF NOT(A$="Y"ORA$="N")THEN40
60
4070 IF A$="N"THENPRINT"[CLEAR]":END
4080 POKE 53270,200
4100 GOTO 7
```

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AMSTRAD CPC 464

Avoid the rockets and anti aircraft guns and **DYNAMITE** the dam, only the most skilful pilots succeed. **NEMESIS** a sophisticated version of Othello with many colourful options and levels of play. Amstrad Cassette 50 includes arcade type games, war games, adventure games, logical, tactical, and educational games, a flight simulator, and a business strategy game.

1. Maze Eater
2. Cyclons
3. Handicap Golf
4. Rush Hour Attack
5. Royal Rescue
6. Startrek
7. Whirly
8. Attacker
9. Fighter Command
10. Draughts
11. Evasive Action
12. Noughts and Crosses
13. The King's Orb
14. Play Your Cards Right
15. Creepy Crawley
16. Hangman
17. Pontoon Bet
18. Fireman Rescue
19. 3D Maze
20. Colony 5
21. Backgammon
22. Sum
23. Yamcee
24. Three Cardbrag
25. Trucking
26. Rally 3000
27. Sitting Target
28. Nemesis
29. Space Ship
30. Jet Flight
31. Dragons Maze
32. Intruder
33. Inferno
34. Ghosts
35. Fantasy Land
36. Space Base
37. Planets
38. Hopping Herbert
39. Dynamite
40. Timebomb
41. Day at the Races
42. Lunar Landing
43. Space Mission
44. Rats
45. Motorway
46. Dungeon Adventure
47. Space Pod Rescue
48. High Rise
49. Craps
50. Exchange

ZX 81

Even a small computer gets more from Cassette 50! You can run 39 games on just the basic 1K ZX81, while 11 more will play with the addition of a 16K expansion pack. Where else could you watch your radar instruments and judge your final approach in games like RADAR LANDING – a realtime flight simulator, or enjoy the thrills of PSION ATTACK. Logical, tactical, maze, arcade – all kinds of games on just one tape!

BBC A/B

An advanced computer like the BBC demands a sophisticated games cassette. That's why Cassette 50 gives you full use of screen modes with high resolution colour graphics, user defined graphics, excellent sound and music, joystick compatibility and many high speed games. HIGH RISE gives you the chance to beat a realistic roulette wheel, with all the extras, and you'll need the fastest reactions of all to beat EVASIVE ACTION as you trail across the screen in a frantic search for oxygen. With multi levels and superb graphics this game is totally addictive.

ATARI

Munch, Munch – it's the MAZE EATER! Can you eat the ghosts before they eat you? Or would you rather chance it on the MOTORWAY? Your Cassette 50 is compatible with the 400/800 and 600XL/800XL series ATARI computers. Advanced features include high resolution graphics, sound, music and mixed mode screens. Many games are joystick compatible.

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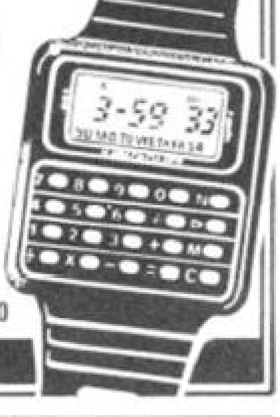

SPECTRUM 16k/48k or +

'Incredibly frustrating!' – that's the verdict on Cassette 50's FROGGER. Satisfied users tell us it's one of the most challenging you'll find – it's almost as good as the arcade version! CARGO has you trying desperately to complete your helicopter mission under attack. Plus 48 other tactical, logical and adventure games featuring multi-coloured and user defined graphics, scrolling and full use of the Spectrum sound capabilities.

1. Muncher
2. Ski Jump
3. Basketball
4. Frogger
5. Breakout
6. Crusher
7. Startrek
8. Martian Knockout
9. Boggles
10. Alien Attack
11. Lunar Landing
12. Maze Eater
13. Microtrap
14. Motorway
15. Labyrinth
16. Skittles
17. Race Track
18. Ski Run
19. Tanks
20. Solar Ship
21. Ten Pins
22. Cars
23. Stomper
24. Pinball
25. Cavern
26. Laser
27. Alien
28. Cargo
29. The Race
30. The Skull
31. Orbit
32. Munch
33. Bowls
34. Raiders
35. Field
36. Draggold
37. Space Search
38. Inferno
39. Nim
40. Voyager
41. Sketch Pad
42. Blitz
43. Fishing Mission
44. Mystical Diamonds
45. Galaxy Defence
46. Cypher
47. Jetmobile
48. Barrel Jump
49. Attacker
50. Space Mission

COMMODORE 64

Only you can save Europe from destruction! It's ROCKET LAUNCH, the thrilling war game that reproduces a European map. More ambitious? Try rescuing your crew under an ultrafast GALACTIC ATTACK and escaping back to your spaceship! Just two of the great games on your Cassette 50, featuring high resolution and user defined graphics, sprites, sound and music.

1. Maze Eater
2. Galactic Attack
3. Space Mission
4. Lunar Landing
5. Plasma Bolt
6. Startrek
7. Radar Landing
8. Attacker
9. Galactic Dog Fight
10. Psion Attack
11. Evasive Action
12. Noughts & Crosses
13. Boggles
14. Pontoon
15. Ski Jump
16. Hangman
17. Old Bones
18. Thin Ice
19. Orbitter
20. Motorway
21. Force Field
22. Nim
23. Tunnel Escape
24. Barrel Jump
25. Cannonball Battle
26. Overtake
27. Sitting Target
28. Smash the Window
29. Space Ship
30. Jet Flight
31. Phaser
32. Intruder
33. Inferno
34. Ghosts
35. Submarines
36. Rocket Launch
37. Planets
38. Black Hole
39. Dynamite
40. Do Your Sums
41. Derby Dash
42. Space Search
43. Universe
44. Rats
45. Tanker
46. Parachute
47. Jet Mobile
48. High Rise
49. The Force
50. Exchange

ELECTRON

Can your FORCE FIELD protect the city from Alien Attack – or maybe you have the skill to DYNAMITE the dam and flood enemy headquarters! Fifty different games with high speed, high resolution colour graphics, user defined graphics and excellent sound and music. Not to mention full use of screen modes. Fifty fast paced, fascinating games.

ORIC ATMOS

Have a go at GALACTIC ATTACK – you'll need fast reactions to beat the invaders in this all time favourite – or if you prefer you can travel through space at warp factor 9 in SPACE MISSION, a realistic 3-D version of space warfare as seen from the cockpit of a spacecraft. Everyone has a favourite game on Cassette 50. With fifty classic and original games featuring user defined graphics, sound effects and increasing levels of play.

VIC-20

Will it be BALLOON DODGERS, or the prizewinning DUSTMAN DAN? Play these and 40 other fabulous games – including many automatic double loaders – on your unexpanded 3.5K VIC 20. And with an 8K* or 16K** expansion cartridge you can choose from 8 additional games like STARTREK or SKULL CASTLE. Special effects user defined graphics, super sound and music.

ORIC 1

Cassette 50 includes PLASMA BOLTS, a superb high speed version of the classic arcade Centipede game. Watch out it's really tough!

DRAGON 32

If you like the light cycles of TRON, you'll love JETMOBILE – a thrilling 2 player game featuring high speed graphics.

APPLE

Cassette 50 gives you 50 great games to choose from including a classic STARTREK and BLAZING INFERNO.

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Cascade Games Ltd., 1-3 Haywra Crescent,
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DOMESDAY

This year is the 900th anniversary of William the Conqueror's Domesday Book, a survey of England carried out in 1085-86. Coinciding with the celebrations will be the creation of a new high-tech Domesday Book using microcomputers and videodiscs. It is one of the most ambitious and exciting historical projects ever undertaken.

C+VG decided to take a look at the new Domesday Project and how the past, present, computers and the latest technology will be combined to provide a unique document of present day Britain.

● Brian Woods presenter of the BBC programme the Domesday Project

Picture this: a complete and detailed view of life in Britain captured on two interactive videodiscs. This vast amount of information is available at the touch of a computer keyboard.

You start with an Ordnance Survey map of the United Kingdom being called up on a monitor. County boundaries and administrative areas can all be seen.

By moving a cursor you can concentrate on any part of the country and zoom in to a larger scale map. Facts, figures and pictures relating to that specific area can be called up instantly.

Another zoom calls up 4 km by 3 km areas. Churches and farms become distinguishable. Local information and photographs can be accessed.

This is the vision which will become a reality this autumn with the completion of BBC Television's Domesday Project.

The two Domesday discs will offer a million search displays including 60,000 photographs, more than 25,000 maps. Information has been collected from most national sources and a huge amount of local facts and figures has been amassed by more than 15,000 schools and organisations.

The scope is breathtaking and the technical challenge is no less impressive.

When the BBC launched the Domesday Project it decided — obviously — to use the BBC micro. But there was no off-the-shelf information handling software which could have coped with the vast amount of information. There was also no videodisc player available to cope with the proposed system of images and data.

Specifications for a new type of videodisc player were agreed with Philips Electronics. The new player has the ability to store data using compact disc technology in the audio channel and can overlay graphics using video circuitry.

The original Domesday Book consists of two volumes compiled in 1085-86 on the orders of William the Conqueror.

One covers Essex, Norfolk and Suffolk, the other the rest of England. The aim was to register all taxable land. It assessed a holding's annual value to establish a true "Geld" or Tax.

A by-product of this tax survey was a fascinating — although by no means complete — look at the life of England in the Middle Ages.

COMPETITION

How would you like to become a part of history? Just imagine, your words, thoughts and views on your world in the summer of 1986 preserved for the future.

Yes, that's the chance we're offering if you can win a place in the Computer+Video Games Time Vault, which will eventually be sealed with strict instructions not to be opened for 50 years.

So what do you have to do? First we want you to write about yourself and your life, hobbies, school, views on the world etc. The best ones will go into the vault. Send a photograph of yourself as well.

We also want you to suggest some items which should go into the vault which will be of interest to future generations. For instance, your favourite computer game, or Lesly Walker's false teeth, or even Paul Boughton's old Toyota!

And of course copies of Computer+Video Games will go in the vault.

If you want to get a place in the C+VG Time Vault, send your entry, together with the coupon printed below, to Computer+Video Games Time Vault, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

C+VG TIME VAULT

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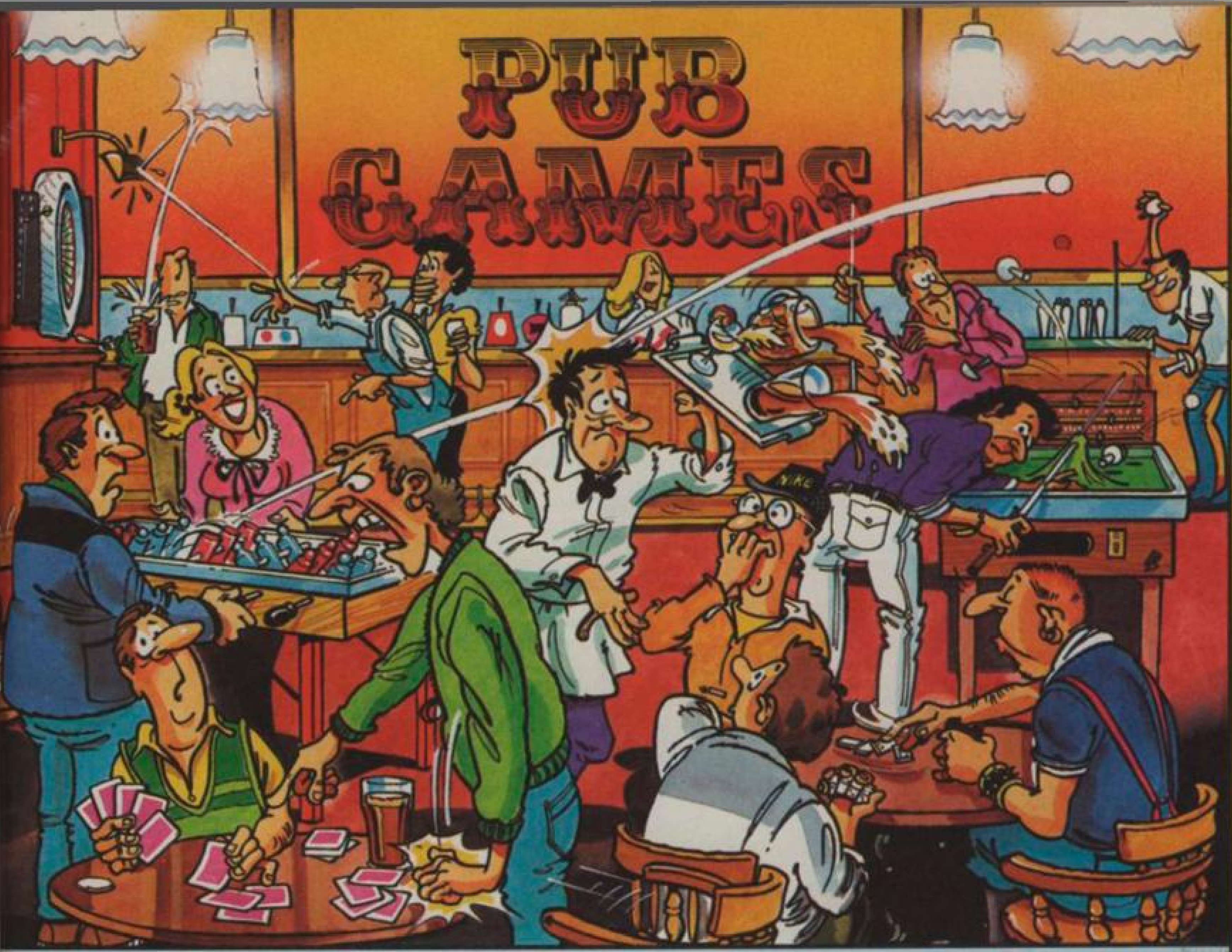

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TOUR OF THE

The CN Tower in Toronto, Canada, is the largest free-standing structure in the world. You look up at it and say, "So what. Big deal. Who cares?" But there's more to this needle in the sky than meets the eye. Step inside and you can go on a Tour Of The Universe! C+VG's Stateside correspondent Marshal M. Rosenthal reports on the trip of a lifetime.

Purchasing a ticket to visit Jupiter seems a bargain, only $7.00! The STARTOUR IDENT is plastic, with holographic writing that seem to pop off the surface.

There is also a magnetic strip which has been encoded with my name (talk about Big Brother). The attendant places the ticket in a plastic sleeve and loops it around my neck.

I am then allowed to enter the Transition elevator along with a number of fellow passengers. The lights dim with each shake as we begin our 1500 foot descent below the surface.

An invisible hand seems to give me a gentle push on the head as the elevator groans to a stop, and the doors open onto the year 2019.

A guard clad in black and silver greets us as we queue up before the turnstile of SECURITY SCAN. A digital voice instructs me to insert my ticket into the glowing slot.

An overhead light then comes on as the voice states that my height and weight are now being recorded. Additionally, my psycho-spiritual state is also being viewed.

A monitor glows, displaying my face swathed in a myriad of pastel colours. The voice returns and informs me that I may pass into the main concourse. The holding bar swings away and I walk through.

Airports have come a long way since my time. There are a variety of exhibits that include, among others, Milestones in the Conquest of Space.

There are also displays of computers, strange devices from other galaxies, as well as a hodgepodge of space paraphernalia.

Most impressive of all is the **Multivision** screen. This occupies an entire wall and is made up of 64 colour monitors. They can work together as a grid to display a single image, or segment a variety of visuals at the same time. Images are displayed about upcoming flights, interesting facts, even adverts.

Our flight number is finally called over the PA system. Passport Input prompts me to again insert my ticket and then answer various questions presented on a touch screen. This information is also sent down into the Central Scrutinizer computer. I then enter the tunnel that leads into the Inoculation area.

I imagine hideous white-garbed fiends spraying me with foul liquids in their attempts to disinfect my body of earthly germs. Instead, a pleasant young woman in a lab coat positions me on a pedestal and inserts my ticket into a wall slot.

I jerk a bit as three ruby lasers converge their beams painlessly on my body. At the same time a zap of ozone, as fine a mist as you could imagine, envelopes me from head to toe. That wasn't bad at all!

I walk down the gangway and give another attendant my ticket. He inserts it into a computer, and shortly hands me a paper document containing all of the information about me since I first signed up for the flight.

The document also contains my offworld passport, earthport disembarkation card and Visa to Jupiter. I thank him and sit down to await boarding.

At last it's time. The airlock doors open with a hydraulic burst of power, and we walk through a darkened corridor and onto the shuttle.

I sit down in a heavily padded and cushioned flight seat and fasten my seat harness. An attendant checks for any kind of problem and, seeing none, leaves.

The shuttle doors rush together with a loud "thunk". Escape hatchways are within easy sight, but let's hope they won't be needed.

Multi-lit instrument panels and control devices go about their duties mysteriously as we fidget in our seats.

Two video monitors, one at either edge of the closed front viewscreen, come to life. A representative for **CP Air Interplanetary** welcomes us aboard.

A moment later, the Captain switches into the monitor and introduces himself. "Ladies and Gentlemen, Cyborgs and Clones, we are about to launch, on our way to visit the planet Jupiter.

"You are flying on the new **HERMES Class IV MBC Shuttle**, which is fully equipped for deep space flight. It also has the revolutionary **HELIX** catapult mechanism. More about that later.

"Takeoff will be accomplished through the use of magnetic linear attraction, and we hope you enjoy your flight."

The monitors switch to outside cameras as the protective covering over the front viewscreen rolls back. We now see the inside of the shuttle launching bay, and there is a lurch as our craft begins to move into position for takeoff.

During this short process, we can see various other shuttles awaiting their turn, as well as the huge cavern that houses them.

Our position is secured, and we tilt upward towards the open bay doors. A second later we're rising with a "swoosh" akin to a supersonic soap bubble as we flash through the stratosphere and into a flawless earth orbit.

Ahead of us, the stars twinkle and shine as thrusters fire to take us to **GATEWAY**, the first manned city in space. **GATEWAY** looms ahead of us, spinning gracefully as it maintains its position relative to the earth.

Our craft is hailed by **GATEWAY CONTROL**, and we slow to position inside of the Catapult. The Captain comes on to tell us that we will soon be using the **HELIX**'s faster-than-light, nearly

UNIVERSE

instantaneous technique to transport us to Jupiter.

The GO signal is given and we pick up speed. The framework of spiral plates blur around us and seem to change into a crazed kalidoscope of rippling water. Like a roller coaster going down, we move faster and faster. Suddenly, amidst a rush of white noise, the Universe blanks out — and majestic Jupiter blossoms on the horizon.

Our shuttle passes over the landscape from miles up, as we gaze down into the awesome red spectacle of the planet. We move off and skim amidst Callisto, Io and other Jovian moons.

The return trip is uneventful. We once again leave normal space and appear at **GATEWAY**. Our Captain comes on the intercom and points out landmarks as we are drawn back into the earth's atmosphere, and towards the CN Tower. Landing once again, the shuttle is returned to the staging area and we disembark.

Leaving the craft, we pass by a series of huge 3x5 foot holograms extolling the virtues of science and technology.

But what would any spaceport be without a gift shop? The corridor exits into a glittering and exciting world of scientific gifts and gadgets. Not to mention an avalanche of souvenirs. Managing to escape with a few dollars left, I enter another transition elevator which returns me to 1986.

WARNING: Read no further if you don't wish to have your fantasies shattered by the cold truth of high-tech. As you might have guessed, the shuttle trip was not real, but a highly accurate and absorbing simulation that took four years and 10 million dollars to create.

Showscan is the system that creates the illusion of space travel. It was developed by **Douglas Trumbell**, film director and designer of special effects for such films as *2001: A Space Odyssey*, *Star Wars* and *Close Encounters of the Third Kind*.

A chillingly accurate film of space and space effects is rear-projected onto the shuttle's forward viewing screen at 60 frames a second. Which is two and a half times faster than normal. This speed has been found to be similar to that of the human eye as it observes the world.

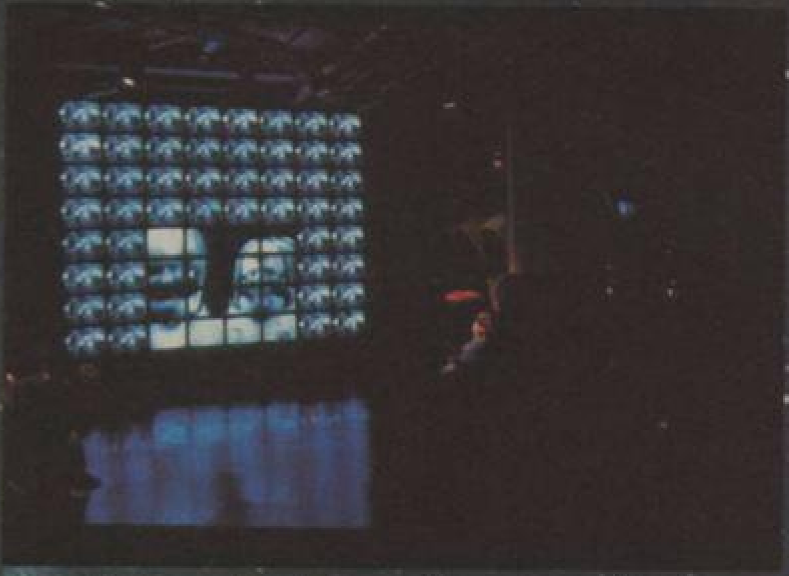
The 70mm large format is combined with a high level of brightness, and an expanded view which creates the amazing feeling of reality.

It's helped by a four channel digital sound track which eminates from speakers placed strategically around and outside of the shuttle.

The film images are interlinked by computer with the shuttle itself. The shuttle is a motion picture house that flies.

Pilots train on sophisticated devices that imitate actual aircraft. These are called simulators. Simulators act and react just like the aircraft does in flight.

The machine rests upon a set of hydraulic lifts which move it in the various ways that the craft it is imitating would be like when up in the air.



Computers, of course, control the movements, as well as duplicate the many events which can occur. Flying a simulator is just like the real thing, but you never leave the ground.

TOUR's simulator is designed by **IEI Systems** and seats 40-45 people. It's been specially adapted to react just like a real space craft.

Forward and lateral movements, as well as such things as pitch, roll and yaw, happen in conjunction with the images onscreen.

Believe me though, when you're power diving towards the earth, your stomach doesn't think it's just a movie!

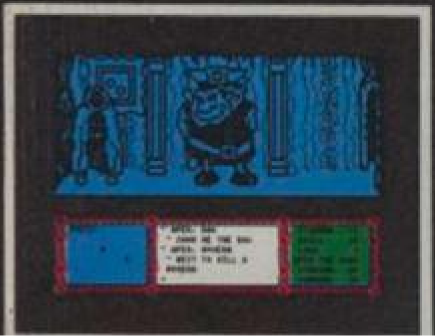
CP Air Interplanetary plans other trips as well. A journey to Halley's Comet will be available soon and new planets and galaxies to explore are already under development.

They've even got another shuttle ready to go when the big off-world tourist season starts!

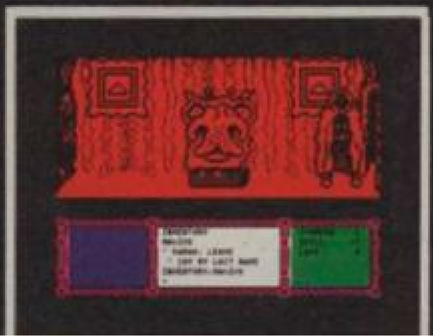
Some of us get nervous just standing on a tall ladder. But if you want to set your sights high without taking a big chance, try **Tour Of The Universe.**

When not operating his commercial photography studio in New York, Marshal M. Rosenthal is a journalist for a number of domestic and overseas publications dealing in computers, video and high technology.

Heavy on the Magick



CONVERSATIONS WITH APEX



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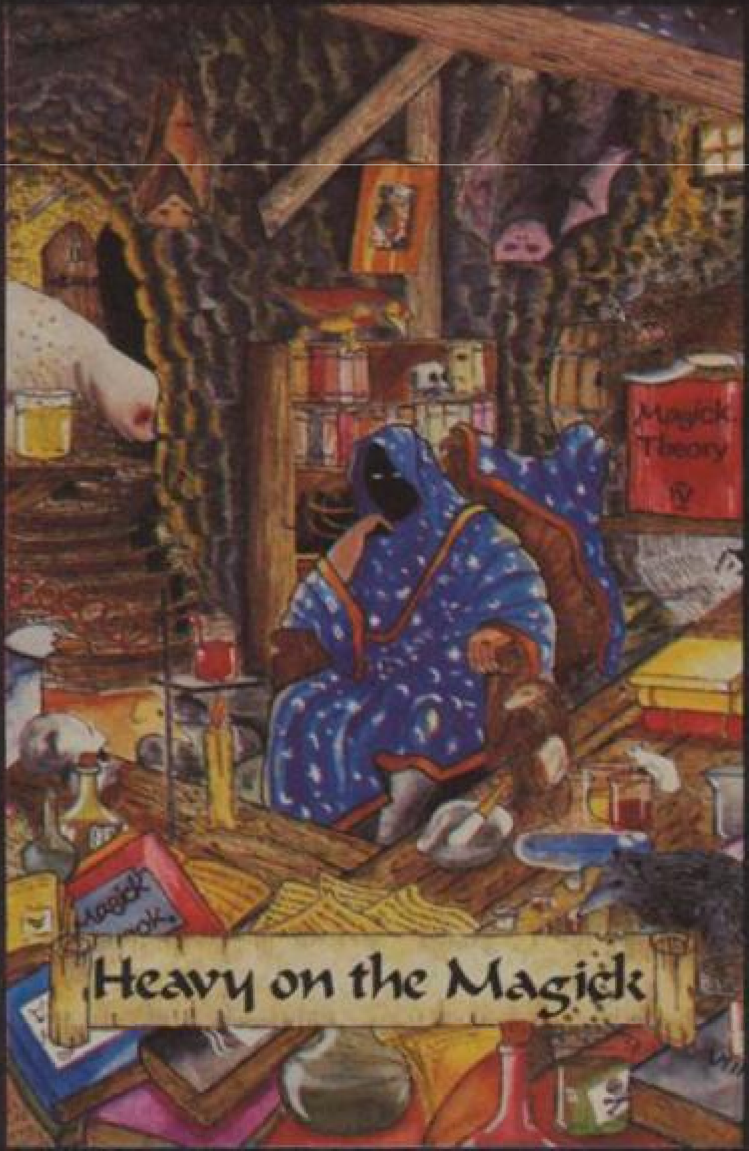
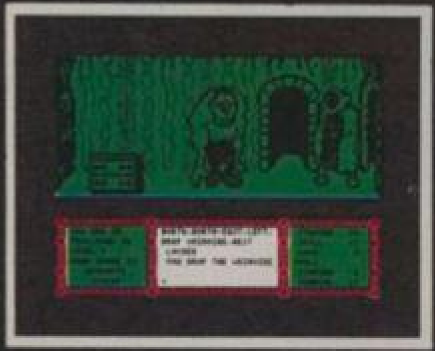
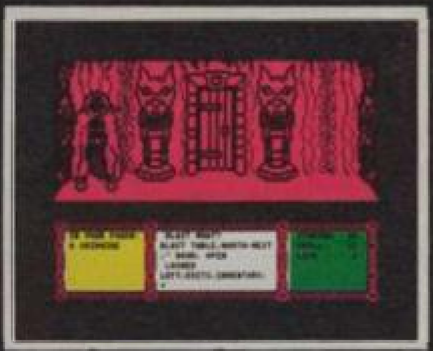


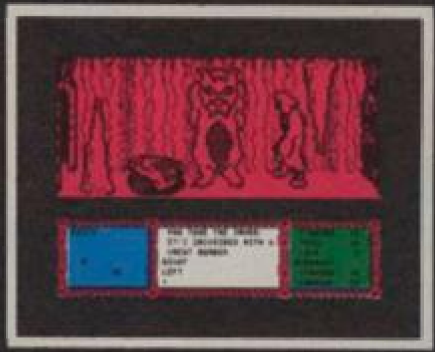
Magick Theory
IV
Magick Book
Heavy on the Magick



OLD TROLL!

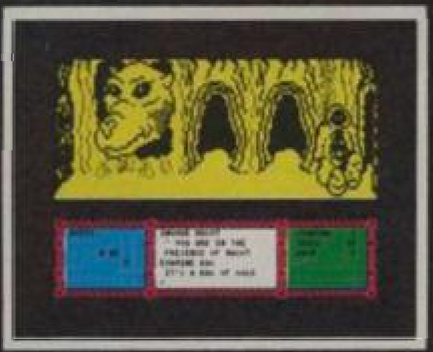


BEFORE THE GATES OF WOLFDORP



BEWARE OF THE WEREWOLF!

SCREEN SHOTS FROM THE SPECTRUM VERSION



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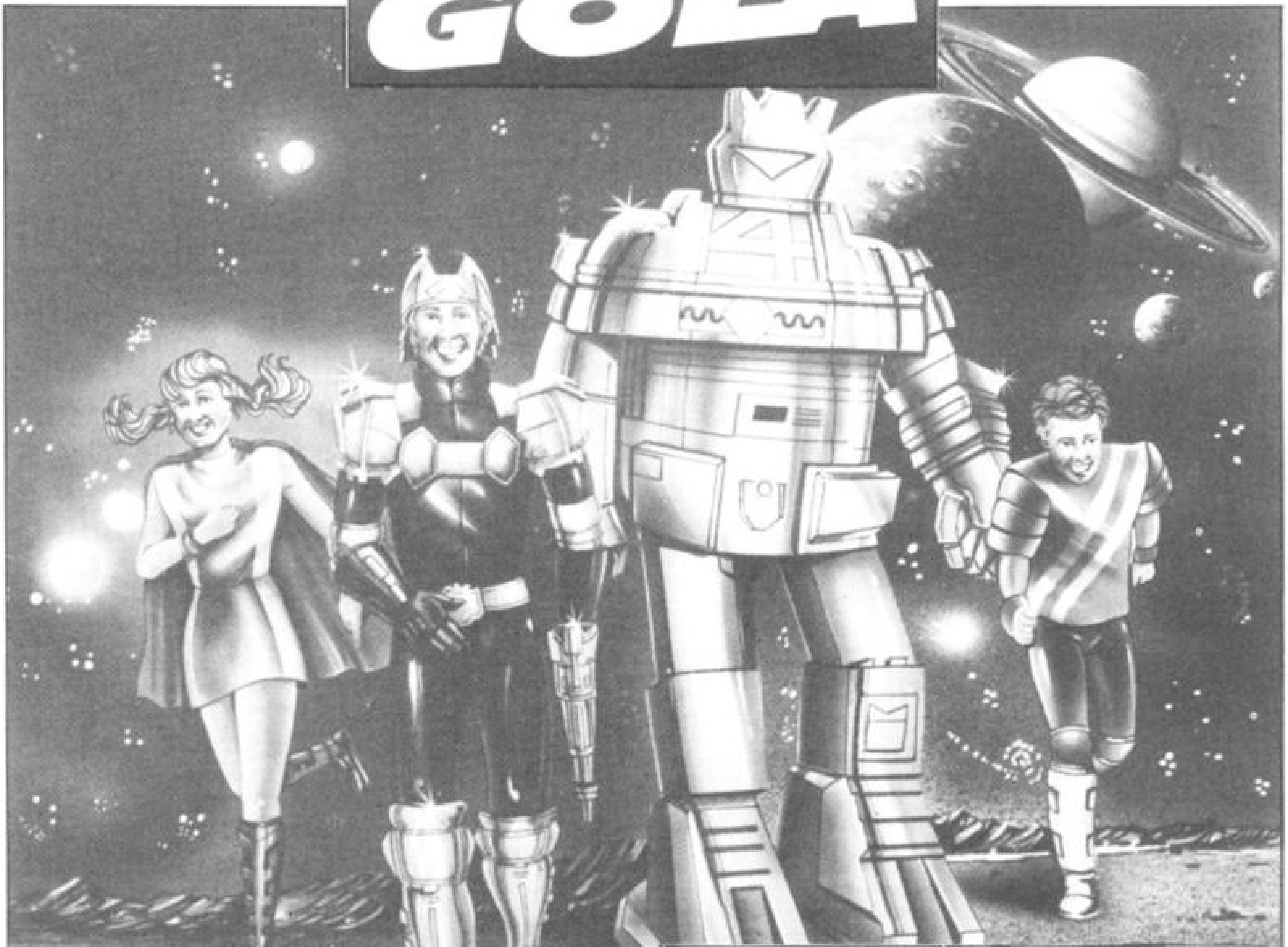

Good day, sport. Meet Team Gola, three nameless space kids and their equally nameless robot.

They're the stars of this simply sensational C+VG summer competition. And the prizes? Well, they're in the bag. We've got 25 metallic Team Gola sports bags to give away. Besides sports gear, they are ideal for school books or holiday gear. Team Gola will feature on a new range of sports gear this summer from Gola. There is even talk of the team featuring in a computer game.

What we want you to do is create a comic strip adventure storyboard for Team Gola. This is your chance to give your imagination a good work out. You can even create names for the team.

Right. Get ready, get set and go — straight to your pencils, pens and paints for you to help create some new comic strip heroes.

C+VG will also be printing a selection of the best strips in a future issue.

Send your entries together with the printed coupon to C+VG/Team Gola Competition, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. The closing date for the competition is July 16th and the editor's decision is final.

C+VG/TEAM GOLA COMPETITION

Name ____________________

Address ____________________

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Age ____________________

JIM'S

For most games players, the most important piece of extra equipment they will buy for their micro will be a joystick. In his search for the ultimate joysticks. C+VG's JIM DOUGLAS locked himself in a small, dark room with Uridium and Winter Games. This is his story . . .

THE RATINGS EXPLAINED

The sticks featured here have all been graded on a scale of 1-10 in the following categories:

● Ergonomics: Design to you, stupid!

Does the stick stay firmly in your hand, or does it wrench itself from your grip at the first sign of an approaching nasty? Do those buttons take the superhuman hammering dealt out when you're dealing with a squadron of Uridium fighters?

● Strength: At the end of your record-breaking effort, is the machinery still in working order?

● Accuracy: A pretty vital rating this. The last thing you want to happen as you try to match the rotation of the Elite space-stations is for your joystick to decide it only wants to turn one way, and fire at will!

● Overall: Does the stick do the job?

KEMPSTON PRO 5000

The Kempston has reigned as the top games-players' joystick since it first emerged from Coin Controls Limited all those years ago. Despite various gimmicks employed by other firms to make their sticks seem superior, the 5000 seems to have fought off all competition without much bother. Even with few alterations over its relatively long life span the Kempston still remains a favourite with most gamers.

Performance on Uridium:

It performed almost perfectly! The rapid fire needed in the game was admirably supported by the twin fire buttons, neither of which "stuck" or missed a shot. Although there is no definite "switch"ing sound when changing from one direction to another, no problems with accuracy arose at all.

Performance on Winter Games:

Owing to the lack of audible switching, some events became more difficult. In the figure and free skating for example, it is necessary to make a move with extreme precision. The "click" which some sticks produce makes this easier; although it's very easy to correct an error with the Pro 5000. It's also very easy to make a slip.

● Accurancy 8
● Ergonomics 8
● Strength 8
● Overall 8

EUROMAX PRO ACE

The Pro Ace looks utterly tremendous — all black, with a bright red fire button and direction indicators — but it's awkward to hold, unresponsive and a rather poor show overall!

Performance on Uridium:

I skimmed over the first Dreadnought's surface, unsuccessfully struggling to hold the blasted thing without partially paralyzing my hand. Firing is very hard work. You've got to push the button firmly home before you get any response. It's very strong — but that's really all I could say for it.

Performance on Winter Games:

This stick seems to perform best when only minor accuracy is required. On the long events, such as speed skating, it works quite well, although it's hard work, owing to the power of the self-centring mechanism. The fire-button was barely adequate.

● Accuracy 4
● Ergonomics 4
● Strength 7
● Overall 5

EUROMAX MICRO ACE

Doesn't this look frightfully similar to the Pro Ace? Hang on! This has got a RED handle, and WHITE directional arrows! It has also got micro switches, which make life a whole lot easier.

Performance on Uridium:

It's still a bit of a nightmare to hold, but is better than the **Pro Ace**. The switches make play more accurate, and less tiring. Firing is still pretty awful, causing terminal *cramp in the reviewer's thumb!*

Performance on Winter Games:

Well, it's a bit of an improvement! Movement is easier, and more precise. The firing lets the stick down. On long events, the shape causes considerable discomfort.

● Accuracy 6
● Ergonomics 5
● Strength 7
● Overall 6

VULCAN ELECTRONICS' GUNSHOT

The Gunshot looks like yet another variation on Spectravideo's Quickshot range. It has the same design style, with one fire button positioned on the base, and another on the shaft. Here, though, the latter sits on top of the handle. Although it offers an effective autofire option, the stick feels a little top-heavy and the rubber feet aren't any real use.

Performance on Uridium:

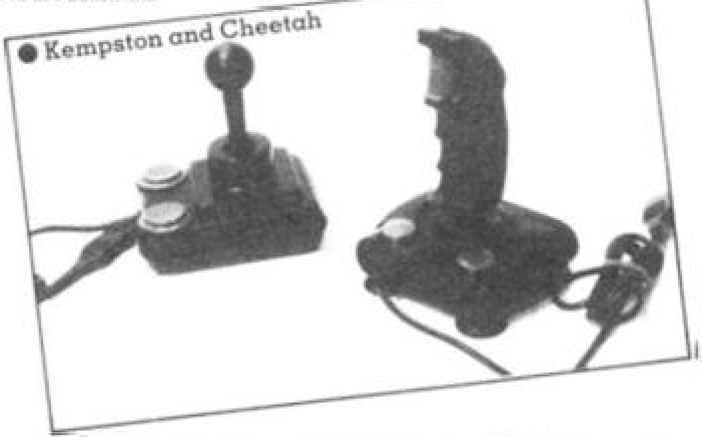
The autofire option really comes into its own in the game! It will produce a continual stream of fire while you deal with the tricky aspect of steering. Unfortunately, the stick doesn't really have the necessary accuracy to avoid all the meteor shields.

Performance on Winter Games:

The grip is very comfortable, especially when working your way through the tough Biathlon event. The firing wasn't particularly sensitive. It has smooth movement, though, making the long-distance events such as speed-skating quite easy. I'm not sure how much it would

● Euromax Wizard, Pro and Micro Ace

● Kempston and Cheetah



● Euromax

...PROBABLY THE MOST INTERESTING

JOYSTICK JURY!

stand, before the switches became bent away from their contacts.

- ● Accuracy 6
- ● Ergonomics 7
- ● Strength 6
- ● Overall 7.5

EUROMAX WIZ CARD

"Pah," thinks the standard reviewer as this little monstrosity falls from the packet. Well, yah-boo sucks to "standard" reviewers, 'cos this is one of the best "sticks" in the entire universe. So there!

It's around the size of an individual Fruit 'n' Nut choc-bar, allowing — obviously — some extra size for the two fire buttons and directional thingy on top.

Performance on Uridium:

It's wonderfully accurate, and easy to operate. The only problem with using the Wiz Card (so-called because it's a bit like a card, and a "wiz" to use — geddit?) is if you've got used to a standard joystick. Once you've got the hang of the movement, it's a dream to use. You don't need to exert any force to change direction, and it fits easily into the hand. It's really quite good.

Performance on Winter Games:

Wonderful! This one worked with hardly any problems at all. Firing was responsive and trouble-free. Direction changes were precise, too. The only problem arose on long events, where continual direction changes are necessary, it was quite hard to get a comfortable grip. You can't really use one thumb, as you've got to press on different areas of the pivoting button. Using two digits, though is rather awkward!

- ● Accuracy 9
- ● Ergonomics 8
- ● Strength 8
- ● Overall 9

QUICKSHOT 1

Many regard the Quickshot 1 as the turning point in joystick manufacture. It's cheap, simple to use and versatile. Unfortunately it's also a pretty awful joystick.

Performance on Uridium:

Direction changes are ghastly. Firing is cumbersome and stiff. To get any response you need to use a good deal of force. Quite unbearable. Ugh! Take it away!

Performance on Winter Games:

You can hardly call it "performance". It's horrible.

- ● Accuracy 4
- ● Ergonomics 5
- ● Strength 4
- ● Overall 4

QUICKSHOT 2

Umpteen games players still swear by the Quickshot 2. It's lightweight, and efficient. It fits well into the hand, and is comfortable for long-term use.

Performance on Uridium:

This is a bit of an improvement! It's a lot better than the Q.Shot 1. The autofire works well, giving a nice, healthy stream of bullets. Movement is still a little on the unresponsive side, causing the user to exert more force than is actually necessary on the stick. It's possible to be accurate enough to achieve a reasonable score.

Performance on Winter Games:

It's certainly of a higher quality than the Quickshot 1. It's easier to use, and the firing is more accurate. Movement isn't much cop, and when you need speed and precision you may as well forget it.

- ● Accuracy 6
- ● Ergonomics 6
- ● Strength 6
- ● Overall 6

CHEETAH 125

Yet another Quickshot clone! It's black, with red buttons, rubber feet and a rather dodgy switch system. This stick has got fire buttons all over it! There are two on the base, a trigger, one on the very top of the shaft and an autofire. It's reasonably strong, but is very light, and feels as if it's suffering under the strain of multi-directional zapping!

Performance on Uridium:

Urgh! These base-mounted buttons are dreadful! Let's try the trigger; not much use either. How about autofire? Oh. That doesn't work either. Not doing very well so far, is it, folks?

Playing a passive game of Uridium isn't the easiest — or most sensible — thing in the world. Still, the movement is pretty good. There isn't much resistance to direction-changes, and it's not too hard to avoid the dreadnought's static defences.

Performance on Winter Games:

Still rather awful. The firing was slow and inaccurate, and movement followed suit. It felt strong, though, and held up reasonably well under prolonged play.

- ● Accuracy 5
- ● Ergonomics 5
- ● Strength 6
- ● Overall 5

QUICKSHOT 7 "THE JOYCARD"

Yeh! Right on! This is the business! Not only do you get a dead swish black card-like object, with an immensely smooth direction-disc in the middle and two fire buttons. BUT . . . Da-daa! Two red lights to show you when you're firing!

More of these little wonders are appearing on the market all the time, and if this one is anything to go by, they could soon be taking business away from conventional sticks.

Performance on Uridium:

You can hold the button down for autofire, or use it as a normal button. And just watch those red lights go! Movement takes a while to get used to, but is responsive, slick and requires minimal user strength! The design means you can use it with one hand, leaving the other free for slurping coffee etc.

- ● Accuracy 8
- ● Ergonomics 8
- ● Strength 8
- ● Overall 8

END

● Quickshot 1, 2 and 7

● Kempston and Cheetah, again!

JOYSTICK ARTICLE... IN THE WORLD!!

SPINDIZZY COMPETITION

Get yourself into a spin with this gem of a C+VG competition. Precious prizes are up for grabs — thanks to our friends at Electric Dreams.

What are the prizes? Just read on. We've got 50 copies of the dizzily delightful *Spindizzy* to give away.

In *Spindizzy* you control a spinning top through a vast number of screens to collect jewels against the clock. Some appear in seemingly inaccessible places. At first it appears impossible to reach them.

Great skill, good judgement and a delicate touch will be needed to conquer this game.

So how can you get your hands on a copy? Printed below are the names of gems all jumbled up. All you have to do is sort out the names. But beware! Because we're a sneaky — although very loveable — bunch of people, some of the jumble words may just be jumble words.

Here they are:

RBYU AMONDID

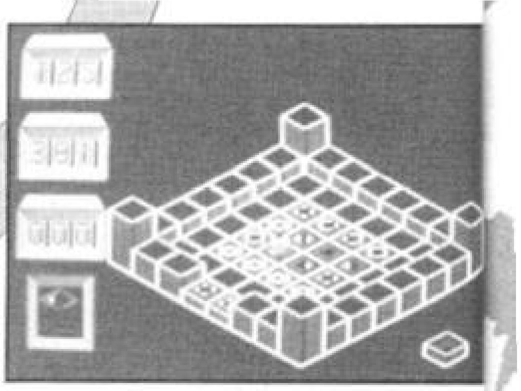
ZAPTO REBAM

ZAMGOZ IRESAPPH

ZAGUIRE

Send your answers together with the printed coupon to Spindizzy Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. The closing date is July 16th and the editor's decision is final.

C+VG/Electric Dreams
Spindizzy Competition
Name ....
Address ....
....
....



REDHAWK COMPETITION

Here's your chance to be a super-hero! **Redhawk** — as you probably already know — is the new graphic adventure from Melbourne House. You become Redhawk, and fight wrong-doers the world over.

And we're offering you a chance to get your own spanking new copy of the game, without parting with a single penny!

Yes. It's as easy as this. Just grab a biro, and answer these superbly simple questions on the form below.

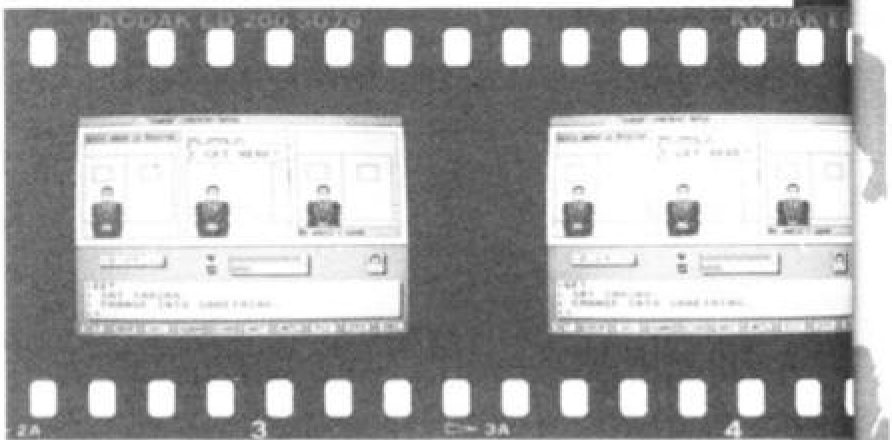
The first 50 C64 and Amstrad owners to get the answers right will win a copy. And the first 100 C+VG readers to send a SAE to Melbourne will get a poster, without answering ANY questions! Shazam!

Closing date for the competition is July 16th. Normal C+VG rules apply and the editor's decision is final.

Send your entries to Computer and Video Games, Redhawk Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

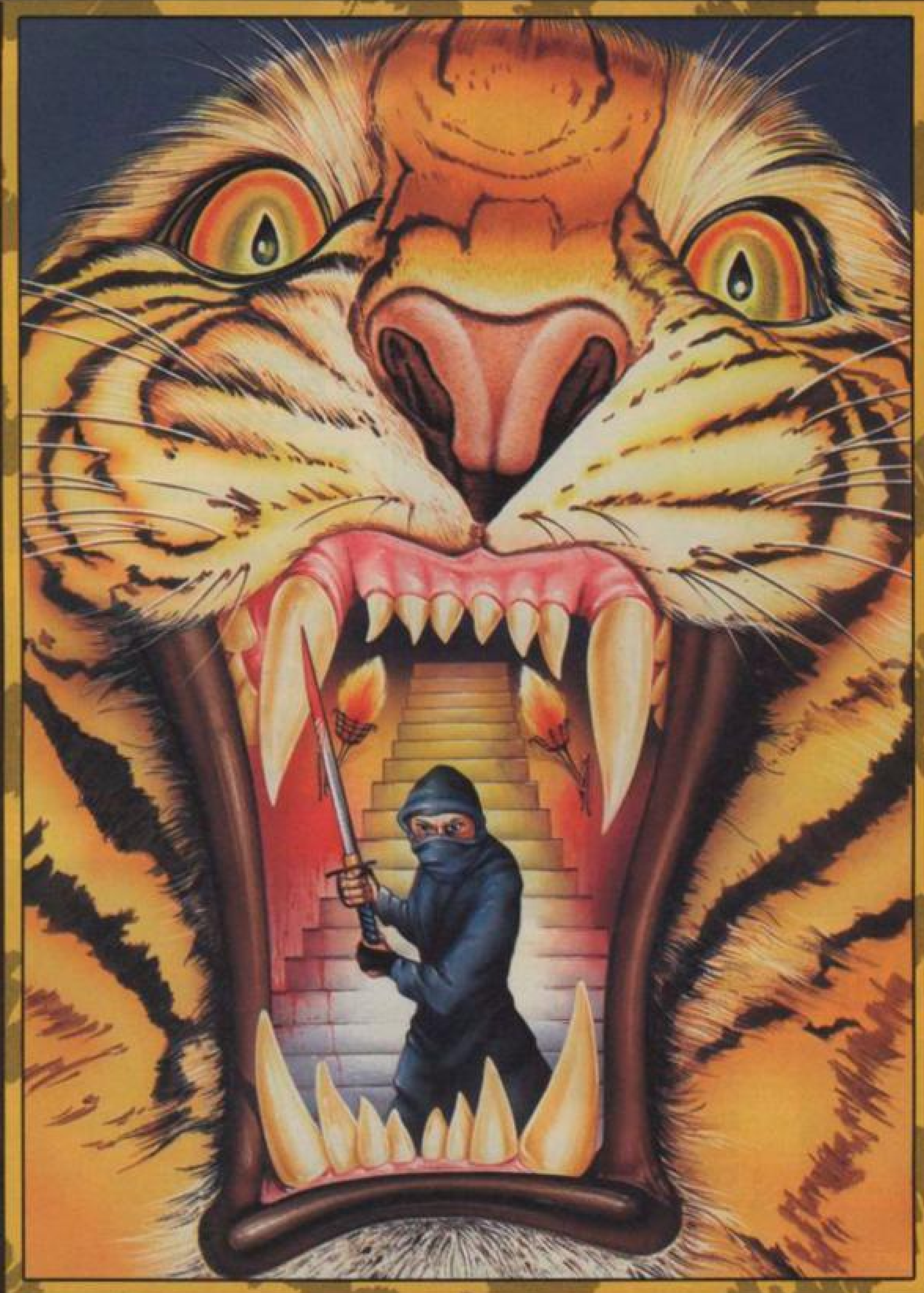
1) What substance renders Superman powerless?
2) What is Spiderman's job in the real world?
3) Where does Judge Dredd live?
4) Which TV programme features the Mysterons?
5) Which TV programme featured K9?

● The first 100 readers to send an SAE to the following address will receive a FREE poster of Redhawk: C+VG Redhawk Competition, Melbourne House, 60 High Street, Hampton Wick, Kingston upon Thames, Surrey, KT1 4DB.



C+VG/MELBOURNE HOUSE REDHAWK COMPETITION
Name: ____________________
Address: ____________________
____
Computer owned (tick box) C64☐ Amstrad☐
My answers are:
1: ____________________
2: ____________________
3: ____________________
4: ____________________
5: ____________________

THE WAY OF THE TIGER



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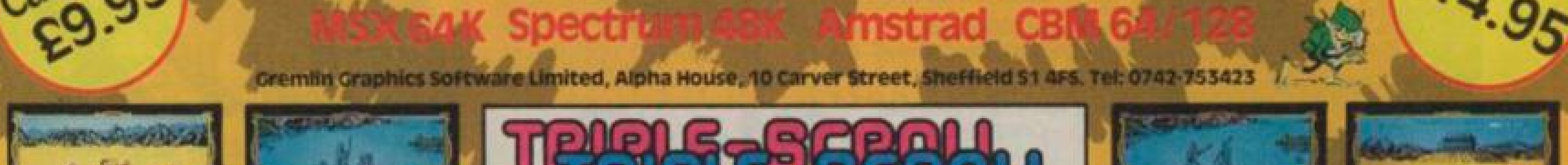
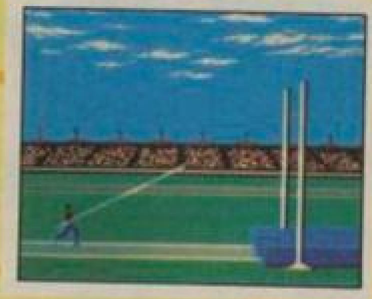


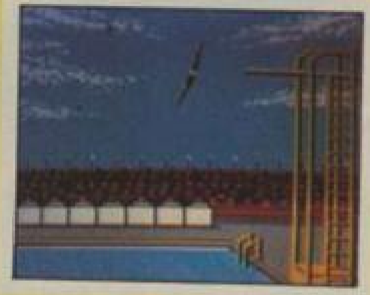
Screenshots from Spectrum 48K

Sixteen ways to a Golden Summer.

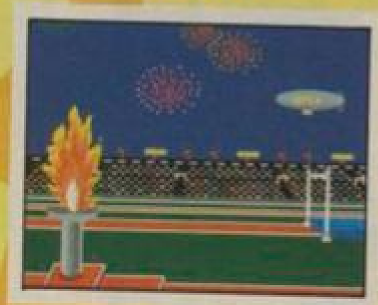
SUMMER GAMES

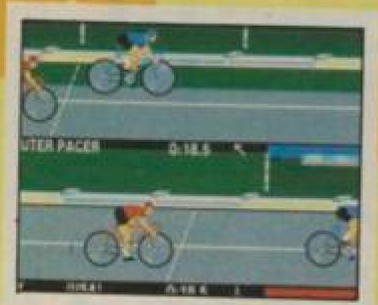
- OPENING & AWARDS CEREMONY
- POLE VAULT
- DIVING
- 4x400 METRE RELAY
- 100 METRE DASH
- SKEET SHOOTING
- GYMNASTICS
- 100 METRE FREESTYLE
- FREESTYLE RELAY

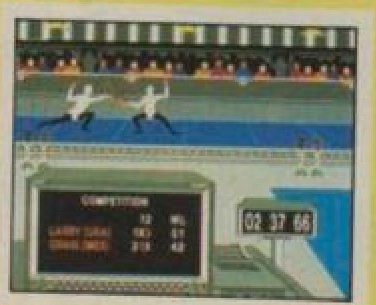




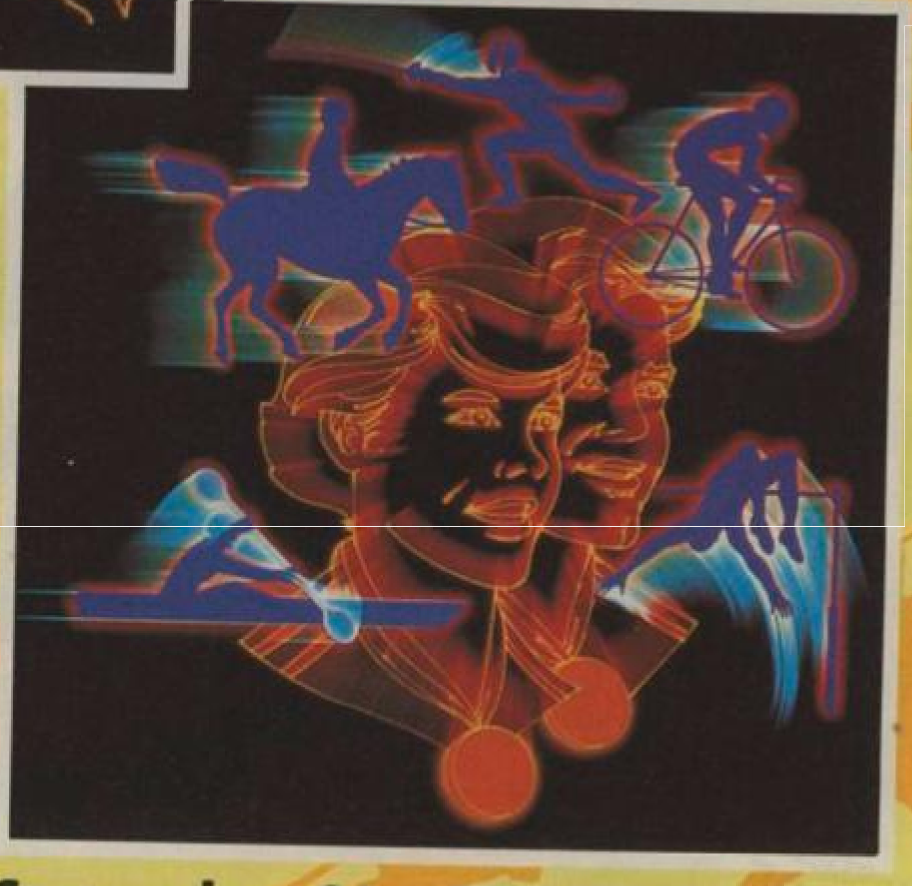
SUMMER GAMES II







- OPENING & AWARDS CEREMONY & NATIONAL ANTHEMS
- CYCLING
- FENCING
- KAYAKING
- TRIPLE JUMP
- ROWING
- HIGH-JUMP
- JAVELIN
- EQUESTRIAN EVENTS
- 1-8 PLAYERS



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THE SOFTWARE CHART

Hot off the presses is the latest *C + VG Gallup Software Top 30*. It's the most accurate and up to date chart currently published in Britain. Just one look through the latest *C + VG* charts will tell you which top name games are selling the quickest — making it easier for you to choose the shoot-em-up, karate game or boxing program you want. It's a knock-out.

TOP 30 / ALL FORMATS JULY

● THIS MONTH	● LAST MONTH	● GAME	● MACHINE	● MANUFACTURER	● WEEKS IN CHART
1	12	**Bomb Jack**	SP	Elite	5
2	4	**Commando**	C16/SP/CO/BB	Elite	22
3	28	**V**	CO	Ocean	5
4	6	**Formula 1 Simulator**	SP/CO/AM/BB/EL	Mastertronic	34
5	7	**Green Beret**	SP	Imagine	5
6	1	**Way of the Tiger**	SP/AM/MS	Gremlin	6
7	NE	**They Sold (2)**	SP/AM/CO	Ocean	1
8	15	**Last V8**	CO/AM	Mastertronic	15
9	NE	**Spindizzy**	CO	Electric Dreams	1
10	9	**Comp. Hits 10 (2)**	SP/CO/AM/BB/EL	Beau Jolly	25
11	NE	**Batman**	SP/AM	Ocean	1
12	NE	**Thrust**		Firebird	1
13	30	**Spellbound**		Mastertronic	5
14	3	**Superbowl**	SP/CO/AM	Ocean	5
15	10	**One Man and His Droid**	SP/CO/AM/C16/AT	Mastertronic	16
16	16	**Turbo Espirit**	SP	Durell	7
17	17	**Finders Keepers**	SP/CO/AM/MS/C16	Mastertronic	36
18	13	**Action Biker**	SP/CO/C16/AT	Mastertronic	36
19	NE	**Starstrike 2**	SP/AM	Real Time	1
20	5	**Yie Ar Kung Fu**	SP/CO/AM/BB/EL	Imagine	22
21	RE	**Kik Start**	CO	Mastertronic	1
22	NE	**Off the Hook**		Off the Hook	1
23	11	**FA Cup Football**	SP/CO/AM	Virgin Games	9
24	NE	**Heuvy on the Magik**	SP	Gargoyle Games	1
25	20	**BMX Racers**	SP/CO/AM/C16	Mastertronic	36
26	RE	**Vegas Jackpot**		Mastertronic	1
27	25	**Incredible S. Fireman**	SP	Mastertronic	8
28	18	**Mr Puniverse**	C16	Mastertronic	5
29	NE	**Sport of Kings**	CO/SP	Mastertronic	1
30	24	**Winter Olympics**	BB/EL/C16	Tynesoft	9

AMSTRAD/TOP 10

1	**Spindizzy**/Electric Dreams
2	**Last V8**/Mastertronics
3	**Into Oblivion**/Mastertronic
4	**Get Dexter**/PSS
5	**They Sold (2)**/Hit Squad
6	**Commando**/Elite
7	**Way of the Tiger**/Gremlin Graphics
8	**Comp. Hits 10 Vol 2**/Beau Jolly
9	**Turbo Esprit**/Durrell
10	**Formula One Simulator**/Mastertronic

CBM 64/TOP 10

1	**Thrust**/Firebird
2	**Bomb Jack**/Elite
3	**V**/Ocean
4	**Spindizzy**/Electric Dreams
5	**International Karate**/System 3
6	**PSI-5 Trading Company**/US Gold
7	**Uridium**/Hewson Consultants
8	**They Sold (2)**/Hit Squad
9	**Superbowl**/Ocean
10	**Kane**/Mastertronic

MACHINE KEY

SP = SPECTRUM
CO = COMMODORE 64
AM = AMSTRAD
C1 = C16
V20 = VIC 20
BB = BBC
AT = ATARI
EL = ELECTRON
ENT = ENTERPRISE
DR = DRAGON

ATARI/TOP 10

1	**Last V8**/Mastertronic
2	**One Man and His Droid**/Mastertronic
3	**Action Biker**/Mastertronic
4	**Chimera**/Firebird
5	**Fighter Pilot**/Digital Integratio
6	**Football Manager**/Addictive Games
7	**Steve Davis' Snooker**/CDS
8	**Spy Vs Spy 2**/Databyte
9	**Yie Ar Kung Fu**/Imagine
10	**Soul of a Robot**/M'tronic

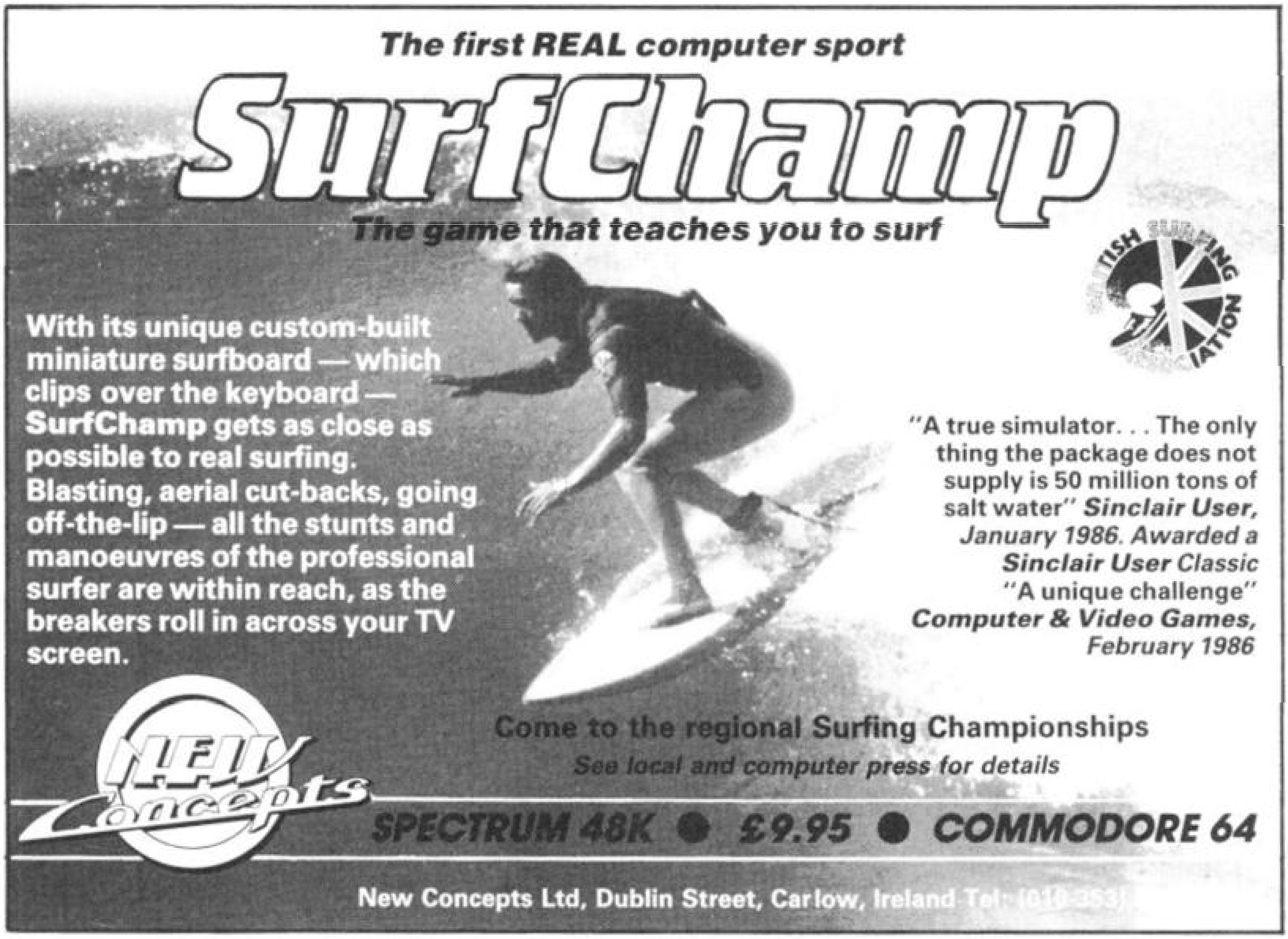
COMPILED BY GALLUP

SPECTRUM/TOP 10

1	**Green Beret**/Imagine
2	**Bomb Jack**/Elite
3	**V**/Ocean
4	**Batman**/Ocean
5	**Way of the Tiger**/Gremlin Graphics
6	**Starstrike 2**/Realtime
7	**Heavy on the Magik**/Gargoyle Gms
8	**Incredible Shrinking Fireman**/Mastertronic
9	**Sport of Kings**/Mastertronic
10	**Turbo Esprit**/Durell

BBC/TOP 10

1	**Commando**/Elite
2	**Winter Olympics**/Tynesoft
3	**Karate Combat**/Superior
4	**Tennis**/Bug Byte
5	**Phantom Combat**/Doctorsoft
6	**Comp. Hits 10 Vol 2**/Beau Jolly
7	**Citadel**/Superior
8	**Strike Force Harrier**/Mirrorsoft
9	**Yie Ar Kung Fu**/Imagine
10	**Bruce Lee**/US Gold



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C+VG

NEWS

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, busies hmself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems. This month the Adventure Helpline brings much needed help, advice and hints to the troubled and tormented adventure games player.

COMMODORE USER HELPLINE

The **Adventure Helpline** (TM) is to become a regular feature in **Commodore User** magazine. CU Editor **Eugene Lacey,** has reached an agreement with **Tim Metcalfe** and **Keith Campbell,** to secure the Helpline as a regular monthly feature in **Commodore User.** This doesn't mean that C+VG and CU readers will get the same articles each month. (*I've seen to that! Ed*). The CU Helpline will have its own identity.

However, all information will be pooled in the same database, giving both sets of readers the benefit of the BIGGEST single source of adventure clues in the UK. There are many C+VG Adventure enthusiasts who write to beg for more pages devoted to Adventure, and complaining that they have to wait a whole month for their next "fix". As Commodore User is published between C+VG's monthly appearance, here's your chance to get a "booster" mid-month!

VALKYRIE II ARRIVES

Carpathia, where is it?

That is the question asked by many players stuck in **Valkyrie 17.** The answer is: "You can't get there in this game. It's in the sequel!" Heavy sighs all round.

Three Days In Carpathia is now well under way, and due for release any time between now and the end of the year. It will be the first release from **The Ram Jam Corporation** created using their newly developed programming aid **The Biro.** A modern version of a Quill?

Carpathia will play, and look, quite different to **Valkyrie.** Running in real time, the game will have more intelligence, allowing the player to have fairly intelligent conversations with the characters he meets.

Versions for Spectrum, Commodore 64, and Amstrad are planned, with an Atari ST version following later.

Meanwhile, Ram Jam have a busy schedule, with some six or more titles in the pipeline. Some will be released by other publishers, including **The Amulet** which will come from **Mosaic,** the **Adrian Mole** people.

Other adventures from Ram Jam will feature science fiction, Chicago gansters, and Ninja scenarios. I will be bringing you an in-depth report on Ram Jam's activities next issue.

THE GUILD OF THIEVES

As rumoured exclusively in this column two months ago, the first adventure based on the science fiction of **Isaac Asimov** is on its way. **Mike Woodroffe's Adventure Soft** has signed a contract to produce the games.

The games will be released under the long winded title "Isaac Asimov's Science Fiction Magazine Presents." The first will be **Kayleth,** written by **Stefan Ufnowski.**

The plot of Kayleth, due for release during the summer, is Stefan's own creation but further titles WILL include games based on Asimov novels.

Meanwhile, future **Fighting Fantasy** titles on the move, are **Demons of the Deep, Sword of the Samurai,** and **Trial of Champions.**

ISAAC ASIMOV SOFTWARE

Magnetic Scrolls, the team that produced **The Pawn,** have signed a deal giving **Rainbird Software** the world marketing rights to six future products.

First of these will be another stunning adventure, **The Guild of Thieves,** due for release in the autumn.

Meanwhile, **The Pawn** is really taking off in the USA. Because of a six month wait for reviews to get into the US press every computer store selling The Pawn has been supplied with a copy of the C+VG's April issue — which featured an exclusive review of the game. This is being displayed alongside the game as information to prospective customers.

MAILBAG

● Up till now I have only played arcade games, which, although enjoyable, quickly become boring. For instance, I can hardly be bothered playing **Fist** any more.

I believe adventures will fill this gap — only, which ones to buy? I don't want to waste money on a batch of bad games, and to be immediately put off.

I can guess your answer may be to keep buying C+VG (which I will do) but I am writing this after receiving the April issue (excellent) which means another month before my next fix!

S. Hutchinson,
Corby.

Keith's reply: You are quite right! Ultimately, adventures are the only games that will justify your computer's existence! But be careful, do not try anything too advanced until you have been "weaned" into the adventure world! Try first, as I did, Adventureland! It is written with the first-time player in mind.

● I think your adventure section is mega-fab. The adventure books are extra-mega-fab. I even buy two copies of C+VG, so I don't have to ruin one with the continual looking up of clues. Please could you tell me when the next one is?

Stephen Randall,
Randalstown,
Co Antrim.

Keith's reply: Looks as if you will have to wait a little while, Stephen. The date being discussed for the next Book of Adventure is the March issue. We found that the December issue, chosen for the last book, meant that much of the preparation time fell into the holiday period and the week of the PCW Show where the Helpline team put on a live performance! We want to bring you the best, and that doesn't happen if the job is rushed! What's more, there is usually more new software around at the time a March book is being produced.

● You promised to send me a postcard and you haven't! I still want to know how to cross the chasm in **Tower of Despair.** Not the bridge guarded by tne angel of death, but the CHASM — do you hear me?

I am going crazy over this one, and that's not the worst of it! My youngest child says she knows how to do it, but she won't tell me! Please put me in the picture before that pre-teen horror comes to torment me (and try to extort more pocket money) with incomprehensible references to flutes and things . . .

Don Macleod,
Dingwall,
Ross-shire.

Keith's reply: She's bluffing, Don! See the upside down section this issue.

HELPLINE

OF FOOD AND DRINK

Ray Nurden of Newport is trying to get the lid off a tomb, and has a bottle of wine he wants to get rid of in **Ashkeron**. Perhaps this will help **Jason Langwith** of Barkingside to wash a meal down, should he find one? He tried eating cheese, but suffered a terminal case of food poisoning, and is now seeking something more palatable.

Meanwhile there's a more beery flavour to **Alan Maudlin's** problem. Alan is up in Peterborough trying to get past some rats in **Pub Quest**.

Ray's wine and Alan's beer will be no use for **Ian Fleming** of March, though. It is plain water that he seeks, and he needs it for a bean that is crying out in thirst in **Ring of Power.**

Athos Vassiliov of Cyprus will settle for a recipe, rather than a whole meal. What ingredients are needed to turn him into a human? He is playing **Witch's Cauldron**, and wants to know what to put into it.

Food, glorious food! **Andreas Huller** of Munich, wants to know how to get information from the food centre, and also, what he should say to the engraver to get a library permit, in **Fahreneheit 451.**

PROBLEMS VARIOUS

It is rather daunting to discover that different versions of the same game, have different solutions. This means that the game has to be documented more than once, and that incorrect information can be inadvertantly passed on to players.

Bored of the Rings is just such a game, and the BBC version causes endless misery to players trying to find the means to open the Morona Gate.

Simon Woodruffe, son of the well-known Mike, was one such agonised adventurer, who swore the pepper couldn't be found in the place I had suggested.

Another reader, **Robert Gregg** of Abingdon, confirms this problem. OK, then BBC players. Where IS it? And then there's the Amstrad version, as well . . .

Another perennial puzzler comes from **Castle of Terror**. Everyone knows that you must break the spear to make a stake, (don't they? mustn't you?). Well, for goodness sake, someone tell us how you break it? Countless adventurers are desperate to know. Words of one syllable please!

Elton Ritchie of Berwick upon Tweed brings to the Helpline a new crop of **Kentilla** problems. How do you get past the fireshield? Where is the Talisman and diamonds? And how can you move the gargoyle to reveal a trapdoor?

Elton has also requested that a page be devoted each month to explain the basics of writing an adventure program. Older readers will remember that this was a feature of the original column from late 1981 to early 1983. Anyone who missed those issues can get hold of the whole series and more in book form. *The Computer & Video Games Book of Adventure* is published by Melbourne House, £5.95.

Miss Cattalano lives in Monte Carlo, and is a regular subscriber to C+VG. But whenever she goes to **Saigon**, her hut blows up. The only means of escape is via a stream with a deadly water snake. Has anyone survived **Saigon, Final Day?**

There's a native on the **Invincible Island**, watching **Michael Tang** of Leicester, with great suspicion. Other natives seem to be intent on stabbing him. Are they really invincible.

We are losing readers fast. They are being incarcerated in the **Zim Sala Bim** dungeon. Who can liberate these unfortunate souls, and help us to keep the C+VG circulation figures up?

Clare Ward of Barnsley wants to know the password to get past the custodian of the ring, in **Ring of Power**. What does the post mean, and why has she got just one piece of jigsaw from under an elephant?

A rat is causing much frustration to **Debra Long** of Cheam. Debra's fixation is with **Time Fixators**, and the rat is a Stainless Steel one, who is trying to Save The World.

Trouble is, Debra's having problems in operating the fixators, and hasn't yet got past the first two locations.

This is the very problem I had, when I played the game.

First you must get Coypu's fixator, and make a helix. GO HELIX is then the command that allows you to change the values of spin, phase, flux, and resonance, for which you will be prompted.

Different combinations of these parameters will transport you to a number of scenarios — but I never discovered how to get where I wanted with any degree of certainty, nor what to do when I got there!

Peter Cseh of Athelstone in South Australia wants guidance. He is stuck at the stone monolith in **Souls of Darkon**, and feels the blacksmith might be able to offer some help, but what should he say to him?

Can the coffin in the clearing be opened? More important, where is the talisman mentioned in the scroll? Spiders and a demon are among other things bothering **James Laver** in **Token from Ghall**.

Aengus Stewart has an enternal flame, and no way can he give it to Tigoroth. In general he has trouble interacting with any of the characters in **Sorderon's Shadow**. Who can help?

A cutting problem for **Brendon Roberts** of Whangerei in New Zealand, is the whereabouts of the knife in **Colditz**, the adventure from Phipps that has become something of a classic.

LUCIFER'S REALM

Allen and Mark Errington have killed a snake, and feel they may have to do penance. Is there a way past the crystal door, in **Lucifer's Realm**, they ask?

Where is the Green Knight and the White Charger, often talked about in the Helpline? **Christopher McGrath** has completed **Quest for the Holy Grail**, but is still worrying over this problem. He has the original Dream Software version of the game, and wonders if any changes have been made to the Mastertronic version?

The forest of **Deja Vu**, and the quicksand, are bogging down John Manifold of Ulceby. When I wrote to **Al-Strad**'s author, he was very helpful with clues. The trouble is, they were just about as helpful as many of mine . . .!

Problems of all sorts provide a continual flow of letters on **Sorceror of Claymorgue Castle. John Nicholson** is nine years-old and healthy right now, but soon he'll die of young age! Seems he needs to do a bit of icon pulling!

"If you examine the staff, in **See Kaa of Assiah**, press the stud and when you reach the guardian, throw the staff in," says **Maggie Gregory**, of BFPO 106. Now all she needs to know, is what the small hook is for!

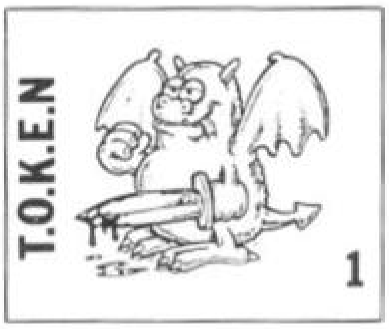
Ian Fleming is pressing on with **Denis Through the Drinking Glass**, but now cannot pass Keith Joseph, who is high on LSD. You can try giving him back his marbles, Ian.

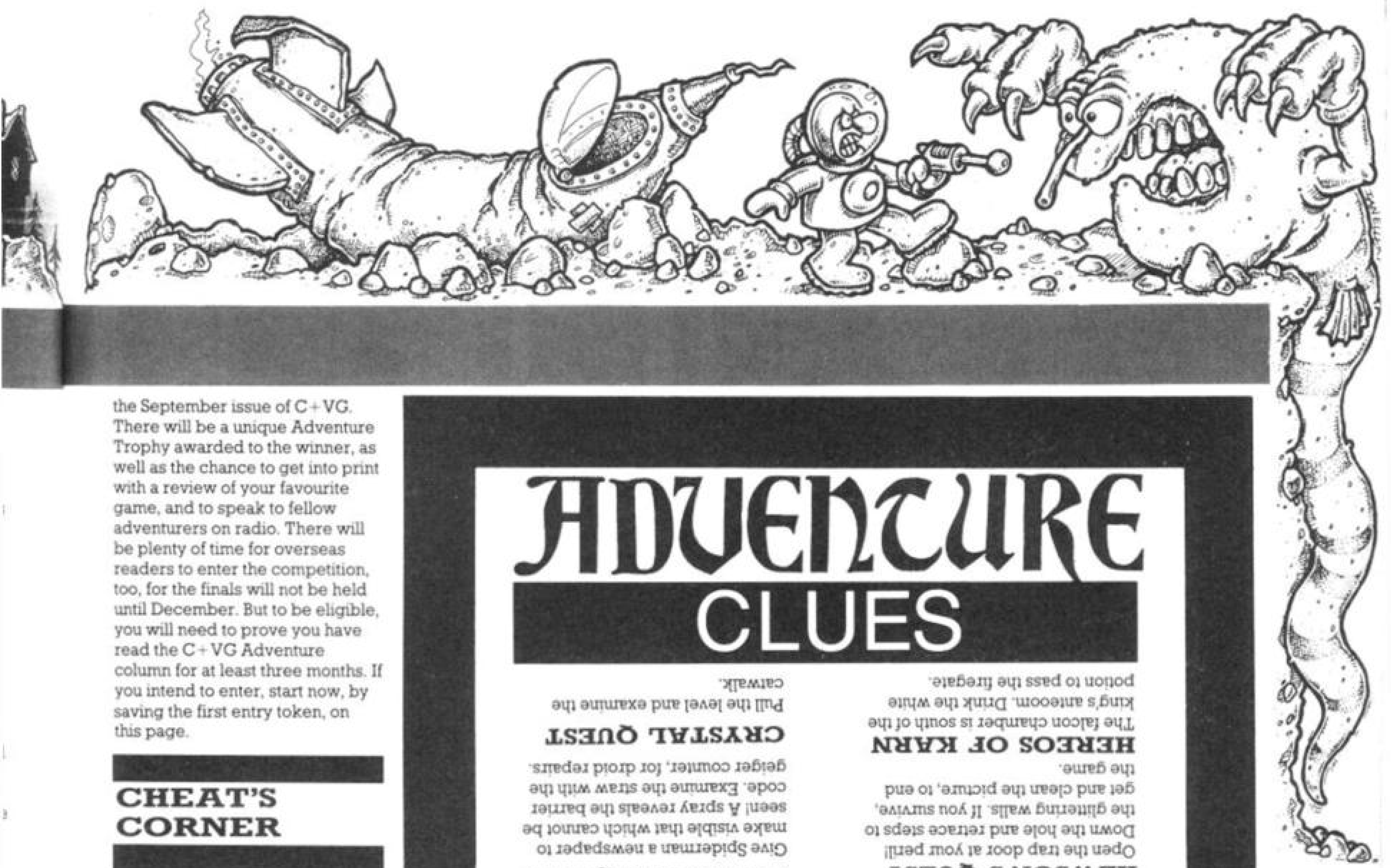
There is a vicious dog on the edge of the woods, and for some reason, **David Mills** of Stourbridge cannot either kill it, or entice it away. He is playing **Castle of Skull Lord**. Is there a dog-handler out there who can help?

Another riddle comes from **Ridler's Den. David Stephens** of Darlington is unsure how to use the objects he has collected, and would welcome any tips in general.

ADVENTURER OF THE YEAR

The competition all adventure enthusiasts are impatient to enter is getting nearer! Full details of our 1986 Adventurer of the Year competition will be announced in





the September issue of C+VG. There will be a unique Adventure Trophy awarded to the winner, as well as the chance to get into print with a review of your favourite game, and to speak to fellow adventurers on radio. There will be plenty of time for overseas readers to enter the competition, too, for the finals will not be held until December. But to be eligible, you will need to prove you have read the C+VG Adventure column for at least three months. If you intend to enter, start now, by saving the first entry token, on this page.

CHEAT'S CORNER

Here's a way for Atari players of **Mysterious Adventures** to get some most revealing results! "Restore a game from the same series, other than the one you are playing," suggests **A. Duffy** of Deeside. "However," he warns, "it does mean that the current game will have to be re-loaded, as it will become unplayable!"

THE DANISH CONNECTION

Erling Hansen wrote from Denmark to ask where Paul Copping got his bacon sandwiches from, while he was solving **Lord of the Rings**. "He can't have solved it as quickly as you said, because of the time it takes to do things in the game."

Erling says he prefers English computer magazines to the Danish ones, as in the first issue of ***COM*puter**, the whole **Hulk** and **Hobbit** solutions were printed. Shame on you Christian Martensen! Never give too much away, or Paul's sandwiches will contain English bacon in future!

I dropped a line to Christian, with a stern ticking-off. Christian wrote back in a state of indignation! "Tell me, why are Danish readers writing to you, telling (squealing!) about me?!" Christian has his suspicions as to where the leak is coming from.

Christian is currently struggling through Infocom's **Spellbreaker**, and writes: "Please do not write and tell me that Paul solved **Spellbreaker** in a mere glimpse, whilst eating a bacon sandwich! I am in the middle of it, and it is tearing my nerves apart!"

ADVENTURE CHAT

A truly international effort has helped two frustrated **Fahreneheit 451** players! **Frank Herzel** of the Netherlands, came to the rescue of **Giancarlo Fantechi** of Italy, who needed to get into the magic shop.

He also sent in a list of quotations, and what to do with them. They're in the usual place.

The wait for **The Fantastic Four** has been a long one, but it's here at last! I had to smile at a comment in a letter from **Dave Teague** of Caerleon: "I think I saw a copy of **Questprobe 3** in my local shop." Perhaps it arrived with the first cuckoo . . .

ADVENTURE CLUES

FAHRENEHEIT 451

The knife is in the restaurant at E53-54. Steal it! Chemindexer is in the doctor's desk. Heat the padlock to get into the magic shop. Tell them you are sick at the hospital, and in the treatment room tell them where Dr Foster went. Use a clip on the cabinet.

QUEST OF MERRAVID

The king's horse is worth a gem. Have faith to pass the guard dogs.

GRUDS IN SPACE

If Deebo seems to be displeased
When news from Venus he
receives,
Don't despair and don't delay,
Give Arler's note, and on your
way!

HEWSON'S QUEST

Open the trap door at your peril! Down the hole and retrace steps to the glittering walls. If you survive, get and clean the picture, to end the game.

HEREOS OF KARN

The falcon chamber is south of the king's anteoom. Drink the white potion to pass the firegate.

QUEST FOR THE HOLY GRAIL

When you've got it, put it on the pedestal! Find the rabbit east of the narrow path. Learn about arms before approaching, and throw the grenade at it!

TOWER OF DESPAIR

Eat the berries, and jump!

KNIGHT'S QUEST

At the cliff, LOWER ROPE and CLIMB DOWN.

SOULS OF DARKON

Put the crystal into the fountain, for a guiding light.

MORDON'S QUEST

Give Spiderman a newspaper to make visible that which cannot be seen! A spray reveals the barrier code. Examine the straw with the geiger counter, for droid repairs.

CRYSTAL QUEST

Pull the level and examine the catwalk.

ADVENTURE CLUES

Thanks this month to: Andreas Huller, Munich; Danny Dinnenn, Cork; Andrew Ingham, Keighley; Stephen Randall, Co Antrim; Don MacLeod, Dingwall; Hugh Walker, Burpham; Paul and Glen Gibney, Carrickfergus; Mandy Rodrigues, Llandudno; Steven Hammans, Balcombe; Frank Herzen, Netherlands; Bet Hall, Dartford; Lee Jenkinson, Rotherham.

REVIEWS/1

BALLYHOO

- **Machine:** Disk only on wide range of computers
- **Supplier:** Infocom
- **Price:** Varies with version

Ballyhoo is the latest adventure from Infocom, set in the world of the circus, and is described as a Standard level adventure, ideal for beginners.

The story unfolds as the curtain falls on the big top. As I followed the outflowing crowd, I was more than a little disappointed with the experience of the circus. All the ballyhoo promising wonderment, somehow fell a long way short of the mark.

It was not just the outrageous prices, the shabbiness of the acts themselves, or even the fact that the audience were more savage than the lions. Deep down, I knew it was because of my secret desire to steal the spotlight, defy death, and bask in the thunder of applause.

As I left the crowds and looked around the circus and its sideshows for the last time, I came across Colonel Thumb, one of the midgets, who was having difficulty drinking from a fountain nearby. I helped him up, so that he could have a drink, and he saluted me for my kindness, before waddling off into the darkness. Maybe somewhere else in this adventure he would return the favour, but for now, I would have to wait and see.

Moving on, I passed the white wagon belonging to Mr Munrab the circus owner, which also doubled as a ticket office. Now it was locked up, and all in darkness. Eventually I stood outside an old tent.

Once inside, I found there all the props used by circus acts. I started looking around, but hadn't got very far before two ominous shadows appeared against the wall of the tent. Talking in whispers, they were clearly coming this way. If I didn't act fast, I'd be caught red-handed, so I found myself a hiding place.

As the men entered the tent, their conversation made it clear that one was the circus owner, Mr Munrab, and the other, a private detective. Munrab's daughter Chelsea, it seemed, had been kidnapped. Unconcerned, the detective appeared ready to suspect anyone Munrab suggested as the kidnapper. Clearly this detective lacked any kind of professionalism or passion.

Handing over a recent photo of his daughter, Munrab and the detective left the tent and walked out into the warm summer night.

Since the detective seemed to be doing little to find the real kidnapper, here was my chance to help, and, in so doing, maybe get an opportunity to do something in the circus.

Those of you out there who have played **Hitch Hiker's Guide** will remember the scene in which you have an argument with the game while on the Heart of Gold, when you try to enter the drive chamber. This time, you'll have one over an Egress, What is an Egress? I'm not telling, suffice to say, if you follow the argument through, you'll find out!

Once more Infocom have come up with the goods, to maintain their position as number one adventure creators. The wealth of information provided, and the almost human quality possessed by the computer when one óf their games is loaaded, never ceases to amaze me.

Steve Donoghue

● **Vocabulary**	8
● **Atmosphere**	9
● **Personal**	9
● **Value**	10

FOURMOST ADVENTURES

- **Machine:** Spectrum 48K
- **Supplier:** Global Software
- **Price:** £7.95

Fourmost Adventures is a four-game cassette with an adventure theme. The four adventures which make up the cassette have been chosen and recommended by Tony Bridge, the adventure writer for Popular Computing Weekly.

Microman was originally released as a single, and reviewed by Paul Coppins in November, (Personal Rating 7), so it will not be separately reviewed here.

Out of the Shadows: This is not a true adventure, more a role-playing dungeons and dragons type game, in which you must search for treasure in one of six available quests, gaining experience as you go.

The game reminded me of **The Valley**, which appeared in Computing Today back in 1982, as a Basic listing for the Commodore pet, and was subsequently converted for a variety of other machines.

There are plenty of options in the game, ranging from which race of creature to be, to choosing weapons, spells, and armour.

The display consists of a small figure (you) manipulated through a small graphics area showing your immediate vicinity. The idea, of course, is to allow you only to see that which would be visible to you in real life. The rest of the screen shows information about your current status.

To describe the game fully would take quite some time, as nearly every course of action is included. Indeed, a few hours could be spent just learning all the possible commands, and herein lies the game's main weakness — there are too many commands and no PAUSE facility. By the time you've figured out which command to use, you are usually dead!

Apart from that, not a bad role-playing game.

The Mural: This is a text only Quilled adventure. The objective is to erase some rather naughty graffiti written on a wall, and to this end you find yourself inside a cave, having been knocked out and placed there by two men wearing suspender belts!

I hadn't been playing for long before I realised just how much I was wasting my time. Considering the text is written in English, I had thought it quite reasonable to assume that my commands should be entered in English. Not so, the parser of this adventure is the worst I've ever seen.

To illustrtate just how bad it is, I'll tell you about the newspaper. I wasn't allowed to pick it up, but I could read it, and thus discovered that it held a coupon. On typing READ COUPON, the reply was 'It's in the paper stupid.' Assuming, that I had to remove the coupon before I could read it, I found the necessary items to do so. But what happened was even more surprising. In response to my command to cut the coupon, I found myself deposited outside the location I had just entered.

This was not an isolated incident, either. Many times throughout the game my commands were misinterpreted completely, resulting in instant transportation to some other location, sudden death, or being told I couldn't move in a certain direction.

Finally, after every turn I was greeted with the words: 'Any more great ideas?' At first this wonderful prompt was amusing, gradually being replaced with boredom, and eventually, pure irritation. All in all, a fine example of how not to write an adventure.

Galaxias: This was written by Fergus McNeill, who brought us **Bored of the Rings** and **Robin of Sherlock**.

Beginning in a spaceport, once you have found your space ship you can explore four different planets, each with its own set of puzzles to solve. On my last count, I'd discovered 80 different locations, ranging from the top of a 1000 storey building to a mud hut in the middle of a jungle. I even managed to teleport myself to nowhere at all!

Galaxias makes good use of the Spectrum's capabilities, and the locations are well described. Definitely the best adventure of the four!

None of these adventures are special, though, and some are very poor. According to Tony Bridge, who chose them, they are all fine examples of the Adventure Writer's art. Sorry, Tony, but as a collection, I don't know how you dared to put your name to them!

Steve Donoghue

	Out Of The Shadows	The Mural	Galaxias
● **Vocabulary**	n/a	0	6
● **Atmosphere**	n/a	5	8
● **Personal**	5	0	7
● **Value**	5	5	5

TOLKIEN'S BLOCKBUSTERS.

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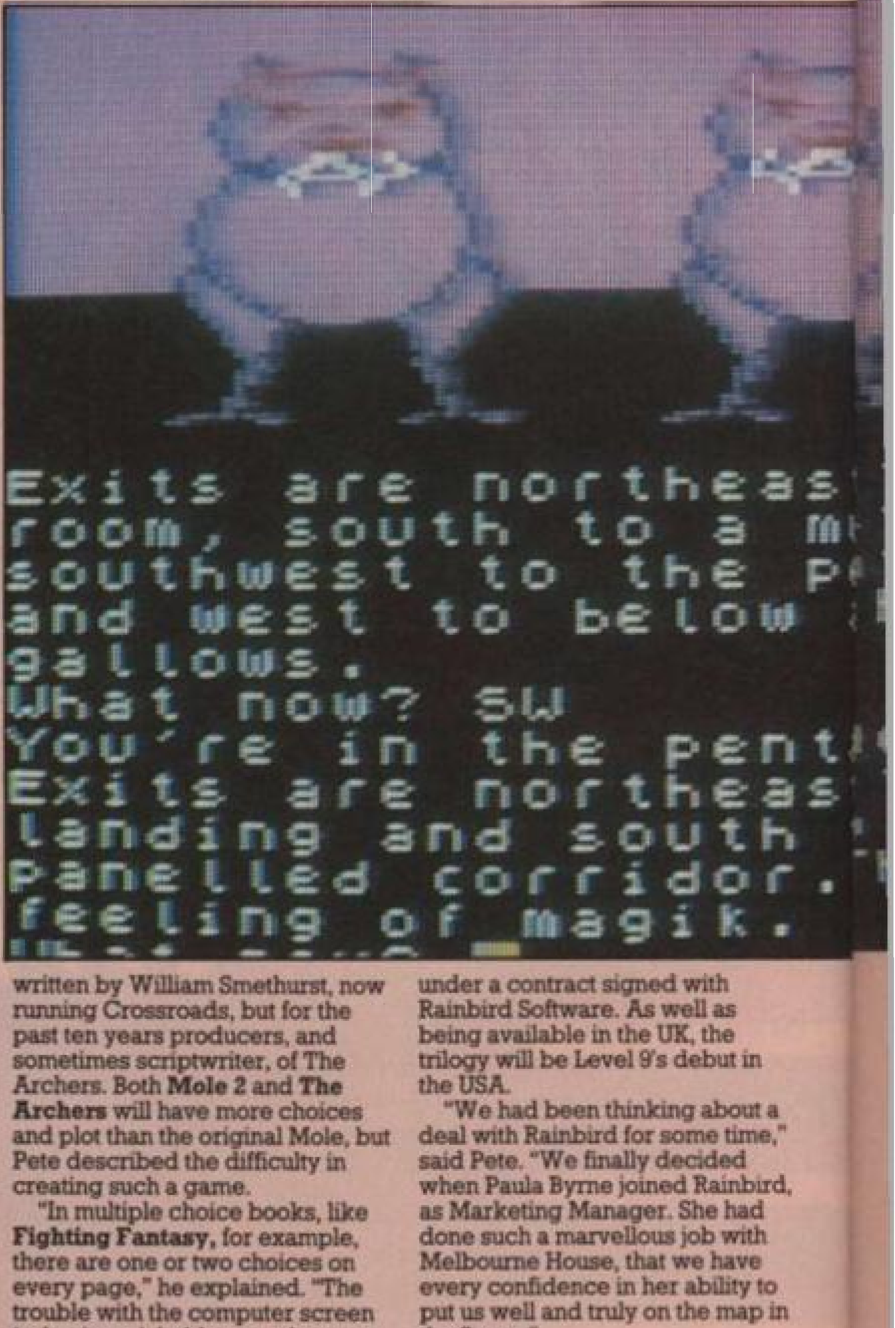
PREVIEW: THE PRICE OF MAGICK

What are Level 9 up to? **Worm in Paradise** concluded the Silicon Dream trilogy. With the **Price of Magick** just about to be released, KEITH CAMPBELL visited Pete, Nick, and Mike Austin at their fantasy factory, Level 9 West, just outside Weston-super-Mare, to discover if their life's work was now complete. He found exactly the opposite!



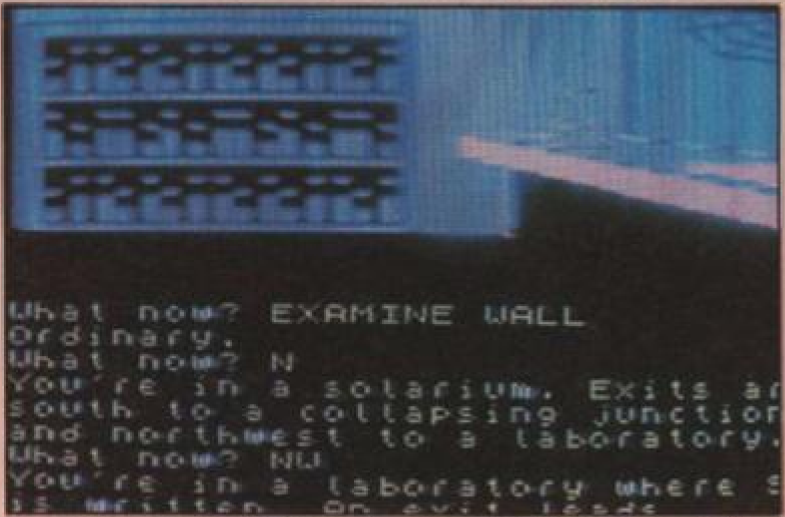
```
Exits are northeas
room, south to a M
southwest to the P
and west to below
gallows.
What now? SW
You're in the pent
Exits are northeas
landing and south
Panelled corridor.
feeling of magik.
```

Pete Austin gets slightly indignant about bug-ridden adventures. True, pretty nearly every adventure ever produced has some slight glitch, at least. But some seem to thrive on players' boasts about how many bugs they have found.

Level 9 consistently produce a program quality second to none. Over the years, they have built up a first class reputation, having created twelve best-selling titles to date.

Pete's indignation about bugged programs is well justified, for when I arrived, Mike was working at his development system, surrounded by keyboards, piles of notes, and goodness knows what else, looking rather harassed.

"I'm just finishing off my part of THE GAME," he grinned. "It was just about to be duplicated when we found a bug." This delayed the release by a few days, and all, it seems, due to a missing full-stop!



```
What now? EXAMINE WALL
Ordinary.
What now? N
You're in a solarium. Exits ar
south to a collapsing junctior
and northwest to a laboratory.
What now? NW
You're in a laboratory where S
is written  On exit leads
```

"It's not writing games that's difficult," complained Pete, modestly. "Anyone could do that! Getting the hint-sheets written, that is the headache!"

Now I've had a sneaking suspicion for some time that Pete deliberately leaves out a few vital clues in each hint sheet, to keep the player on his toes, and to fool Adventure Helplines . . .

"Not at all," explained Pete. "After the game design has been finalised, we each go away and do 'our bit' on it. The trouble is, I'm never quite sure what cunning new puzzles of their own, Nick and Mike have added! Putting the clue sheet together can be quite a nightmare, for people start screaming for them very soon after the game is out!" They scream in large numbers, too. Pete reckons about 2,000 requests a month are received.

It is perhaps ironic that their most successful creation to date, **The Secret Diary of Adrian Mole,** (published by Mosaic) which sold more than 150,000 copies, was not actually a real adventure game! However, the earnings of **Mole**, Pete Austin told me, has at last given them a sound financial base on which to build a major expansion. Even if the family don't mind living frugally in the lean times, programmers have to be paid, and Level 9 is poised to take on some additional programming help.

When I saw the detail of research, game design, and programming that they put into each game, I marvelled at how they have managed to find time for all they have achieved to date, on their own.

THE MOSAIC CONNECTION

During the coming year, Level 9's connections with Mosaic Publishing will continue. First, there will be **The Growing Pains of Adrian Mole** scheduled for a July-ish release. A couple of months later, we can expect to see **The Archers,** an everyday computer story, in a similar format.

Pete showed me the text, written by William Smethurst, now running Crossroads, but for the past ten years producers, and sometimes scriptwriter, of The Archers. Both **Mole 2** and **The Archers** will have more choices and plot than the original Mole, but Pete described the difficulty in creating such a game.

"In multiple choice books, like **Fighting Fantasy**, for example, there are one or two choices on every page," he explained. "The trouble with the computer screen is that it can't hold so much text as the printed page. Therefore the intervals at which the player interacts seem further apart. There tends to be a need for a few screenfuls of text between each input."

If Mole made thousands of 13 and 3/4 year olds aware of Level 9 for the first time, then perhaps Archers will introduce Level 9, and interactive fiction, to a whole new age range.

THE RAINBIRD CONTRACT

Colossal, Adventure Quest, and **Dungeon Adventure,** the first three text only adventures which established Level 9 as a leading UK adventure house, are being revamped with graphics and augmented text. They will be released at **The Colossal Trilogy** under a contract signed with Rainbird Software. As well as being available in the UK, the trilogy will be Level 9's debut in the USA.

"We had been thinking about a deal with Rainbird for some time," said Pete. "We finally decided when Paula Byrne joined Rainbird, as Marketing Manager. She had done such a marvellous job with Melbourne House, that we have every confidence in her ability to put us well and truly on the map in the States."

In September, a new adventure — **Knight Orc** — is planned for Rainbird, and this promises to be an adventure with a difference.

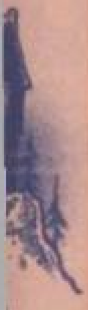
The player will start off believing himself to be a Knight, only to find that he was merely dreaming, and is, in reality, nothing better than a miserable Orc.

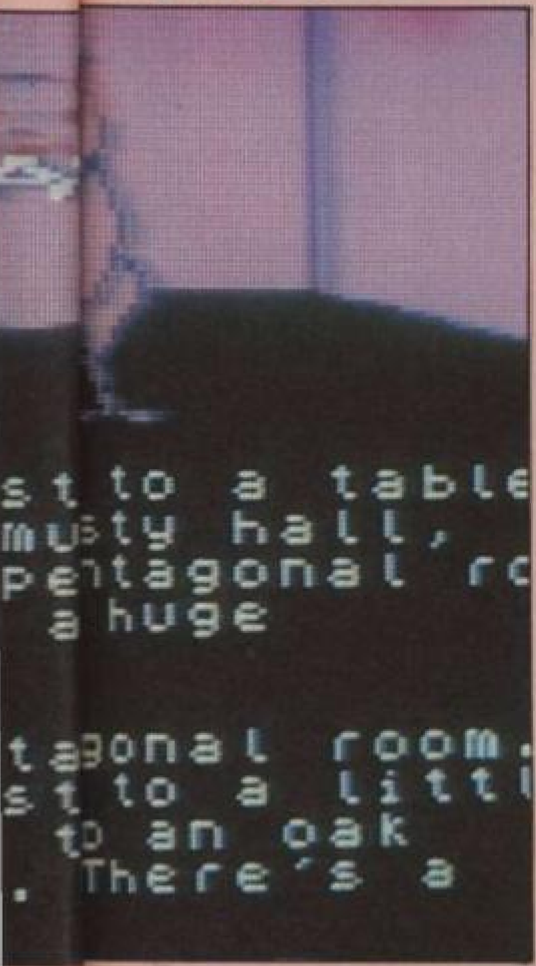
For once, you get the chance to play the baddie, and there will be 200 locations in which to do so.

"Interaction with the other characters encountered in the game, will take it beyond Infocom standard," promises Pete.

LEVEL 9'S OWN

Believe it or not, Level 9 also have two adventures of their own in the pipeline. But it seems they have been so busy they haven't yet got





```
st to a table
musty hall,
pentagonal ro
 a huge

tagonal room.
st to a littl
 to an oak
. There's a
```

around to sorting out names for them yet!

Sue Gazzard, the woman who dreamed up **Lords of Time,** has been bending her mind to a new scenario with a Wagnerian theme, and this will be the next release on the Level 9 label.

Fergus McNeil (of **Bored of the Rings** fame) will be joining forces with the Austins, for what is bound to be another zany romp.

"To date, Fergus has only used The Quill," commented Pete. "We are very interested to see his work using our Adventure system. It should be very much bigger than anything he has done before."

AVALON

Most ambitious of all, is a longer term project — a multi-user adventure to rival MUD. Entitled **Avalon,** it will be set in the world of King Arthur and Camelot, not a million miles from Chez Austin!

Mounted on a wall was a large and detailed goe-schematic map, drawn in the Austin hand, and covering the south west of England.

In **Avalon,** there will be more puzzles to solve than in MUD, and chivalry will play a major part. The game will feature more than 1,000 characters of its own, and there will be plenty of interaction with both them, and other players. It will be possible to recruit servants from the fields, for example, to raise an army and capture a castle.

Once experienced, there will be little incentive for a player to continue to solve puzzles, so the game will then involve mainly strategy, and further points will be awarded for being able to retain possession of castles for a certain length of time.

Eventually, a very successful player will be able to manipulate the adventure world as perceived by other, more lowly adventurers.

Unlike MUD, which uses a VAX computer, dated and unsuitable hardware that Pete reckons was mainly to blame for BT's troubles with it, the electronic brain driving **Avalon** will consist of three or four boards with 68020 processors, all linked together, with access through some 100 modems. It will have 10 times the power of the MUD system, claims Pete, and will be available directly by local call to players in the London telephone area, or relatively cheaply elsewhere via PSS.

Once it is up and running, anyone will be able to dial up and play, quoting a credit card number to register. He will then have his own SAVE file created, which will keep a log of his position every minute or so, enabling him to come back into the game at the point at which he logged off. This will also restore his status in the event of a system crash — a feature which MUD lacks; when MUD fails, it's all back to square one.

"I know when I hope it will be ready, but MUD got off to such a bad start by failing to appear when promised." So Pete wouldn't be drawn as to whan all this will be available.

However, when **Avalon** does arrive, it will be free for the first month. "I don't think it is on to make a charge for something that will probably suffer from a few bugs to start with," he explained. "We will need a bit of experience with it, before we can be sure everything nasty has been ironed out."

THE PRICE OF MAGICK

- **Machine:** Commodore 64/128; Spectrum 48K/128K; MSX; Amstrad CPCs; Atari XL/XE; BBC
- **Supplier:** Level 9
- **Price:** £9.95

Myglar, once a noble magician, is maintaining his life by sucking magical power from the Crystal, of which he is the Guardian. Soon, there will be no magick left in the world. Your objective is to defeat Myglar and take his place before it is too late.

You'll start the game knowing nothing about Magick, not even how to cast a lowly spell. As you progress, you'll soon recognise a spell when you see one, and learn how to use it, so that by the time you've finished, you are an expert, and know everything.

Your journey through the adventure takes you into all the secret nooks and crannies of a very large house, and its surroundings. But first you'll probably get cold comfort from something nasty in the woodshed, which slithers about unseen, protected by a pile of rotting wood.

If you have a sensitive nature, then be warned — magick can have quite a horrific side, and you will come across some very macabre objects, like a knuckle with a ring on it. Will you be too squeamish to remove the ring and wear it yourself? How will you feel about carrying a blood-sucking bat around?

Talking of carrying things around, I couldn't seem to hit an inventory limit, and the list of objects I was carrying was sometimes enormous.

Almost as enormous was the map I was drawing, which seemed to be forming in every decreasing circles until there was no room in the middle for any further exploration, without a complete re-draw!

Soon I found I was able to recognise a spell when I saw one, but casting often revealed unforeseen snags! Never mind, taking a risky move and ending up in trouble, is a forgivable offence in **Price of Magick.**

Programmed by Nick Austin, a new command, OOPS, has been built in. If OOPS is your natural reaction to a disastrous result of an action, simple type it, and you'll find yourself back in your previous location, intact!

In fact, you can perform an OOPS more than once on some machines, but the number of backwards moves depends on the machine's memory.

Another new feature for Level 9 is RAM SAVE, also written by Nick. This increasingly popular feature is certainly very useful for those, like me, who cannot keep their blank cassettes well organised!

Price of Magick uses a new adventure system, and is up to Infocom standard. Complex commands, including instructions to other characters, can be entered. Having said that, I did find one slight difficulty with words, when I had to use the exact expression in the reply to EXAMINE (object) to perform a particular action, despite my own words being very similar, and just as obvious.

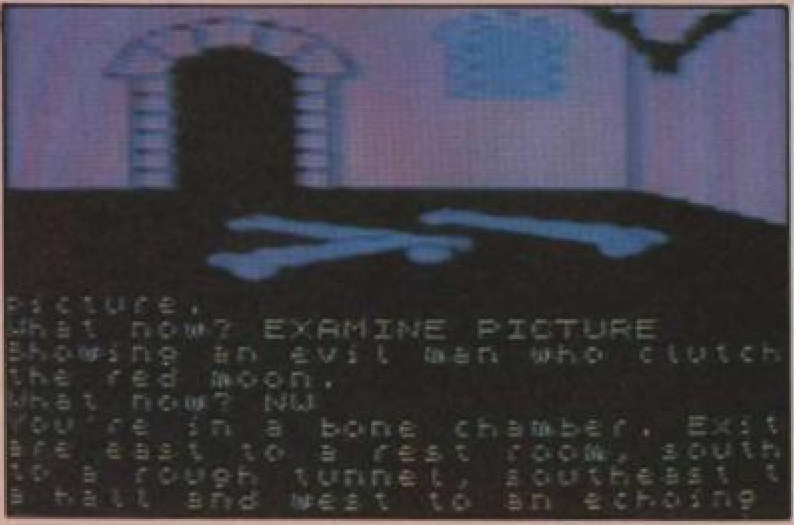
Level 9 have been appalled at the extent of piracy of their games, and the worst offenders, John Austin told me, are BBC owners, judging by the fact that MSX sales are higher than BBC sales. Having many friends with Beebs, I tend to agree — most of them go around wearing an eye patch, and carrying a parrot.

So Beeb owners can, perhaps, be blamed for the debut of Lenslok protection into Level 9 adventures. But the Lenslok is used in an unusual way. It is called for at various stages DURING the game, rather than as a prerequisite for loading.

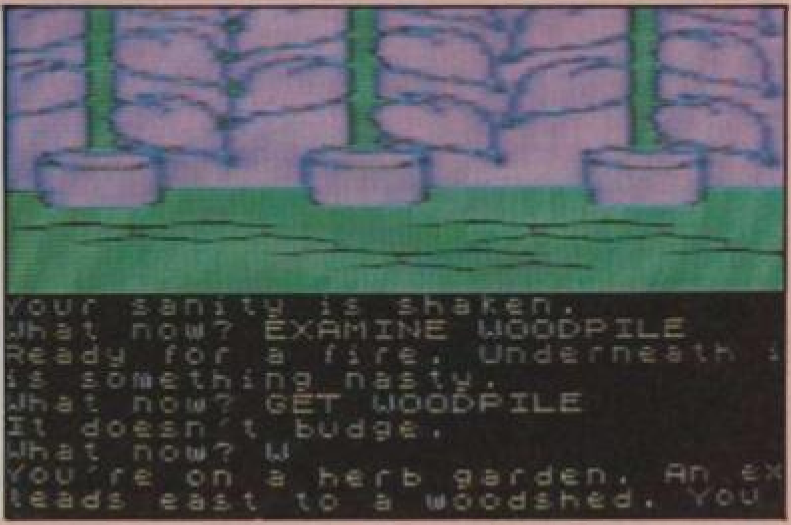
Price Of Magik has the usual special Austin brand of humour, and the unique Austin association of ideas in the puzzles. It is big, full of atmosphere, and entertaining. I'll be surprised if it isn't soon following in the footsteps of its predecessor, **Red Moon,** up there among the front runners for this year's C+VG Golden Joystick.

Keith Campbell

● Vocabulary	9
● Atmosphere	10
● Personal	10
● Value	10



```
picture.
What now? EXAMINE PICTURE
Showing an evil man who clutch
the red moon.
What now? NW
You're in a bone chamber. Exit
are east to a rest room, south
to a rough tunnel, southeast t
a hall and west to an echoing
```

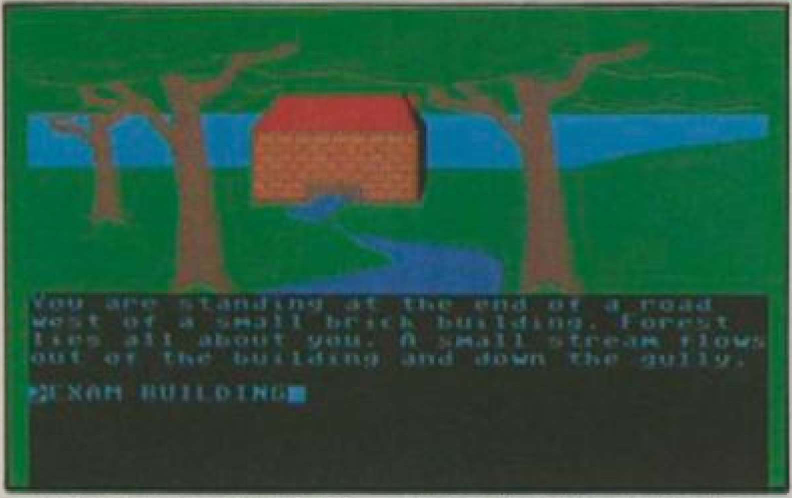


```
Your sanity is shaken.
What now? EXAMINE WOODPILE
Ready for a fire. Underneath i
is something nasty.
What now? GET WOODPILE
It doesn't budge.
What now? W
You're on a herb garden. An ex
leads east to a woodshed. You
```

REVIEWS/4

THE VERY BIG CAVE ADVENTURE

- **Machine:** CBM64
- **Supplier:** CRL Ltd/St Brides School
- **Price:** £7.95



```
You are standing at the end of a road
west of a small brick building. Forest
lies all about you. A small stream flows
out of the building and down the gully.

>EXAM BUILDING
```

I can honestly say I never laughed out loud so much while playing an adventure! **Terrormolinos** has its humour and satire, **Bored of the Rings** is an excellent spoof, but the jokes are many and varied in this one.

If you've been there before, it adds to the hilarity no end. And of course, I have been there before in **Tandy's Pyramid**, in **Abersoft Adventure**, in **Classic Adventure**, and in **Colossal**. I've even played a mainframe version.

I refer, of course, to the ORIGINAL ADVENTURE, and its many derivatives. I often wonder how Crowther and Woods view the people who recode their original work in faithful playing detail. However, they can hardly fail to smile at the latest example!

This one is from those lovely ladies at St Bride's School, and school prefect Trixie Trinian is your guide. She knows her way around, so behave yourself, and follow her.

Very Big is a Patched and Illustrated Quill adventure, but had I not been told on the inlay (which itself has a dig at inlays!) I would not have known. The graphics are good and fast, and the appearance is not stereotyped. There are two parts, and although there is a RAM SAVE option, you will need a tape to move from Part 1 to Part 2.

Believe it or not, you start in a forest outside a brick building. It's a Welly House, and to get in you'll have to put a penny in a slot of a brass mechanism that says 'Vacant'.

Once inside, you will find a spring of the coiled type, and a familiar, yet somehow different set of objects. There are the keys, of course, else how would you hope to open the inevitable grating? And there's food, and a bottle. But there never was a bomb in any version I played before!

Examine the bottle, and you will get a warning of what's to come. "Green. Originally one of a set of ten."

But if you've played the original, the game doesn't work out quite as you might expect. How do you get hold of the penny to open the door, to get the key, to open the grating? Hmm . . . not so simple, eh? You'll have to find someone gullible enough to help. . . .

Fancy visiting the bog? Perhaps a quicksand bog wth a blue ox, spoofing another well known game? No, just a reminder that I had already spent my penny!

Once in the cave, if you play by the old rules, the game tells you that it knows you've played it before! There are jokes, and unexpected happenings all the way. Ever tried playing text space invaders? You'll get the chance here!

So how did I rate? I scored a measly two shillings and fourpence three-farthings, out of a possible top notch Spelunker's rating of £131,000. And that's only in Part 1!

Get it — you'll love it!

Keith Campbell

Vocab	8
Atmosphere	9
Personal	9
Value	10

CASTLE THADE

- **Machine:** Spectrum 48K
- **Supplier:** Spectrum Adventure Exchange Club. Available by mail-order from the above at: 4 Kilmartin Lane, Carluke, Lanarkshire, ML8 5RT.
- **Price:** £5.00 inc P&P

The plot of **Castle Thade** is, shall we say, "uncluttered." You have to reach the castle. Finding that the castle is in plain view from the first location, things look pretty easy.

Wrong. Between you and your goal is a large black river, coming down from the mountains to the south, and going over a waterfall ahead. We probably aren't going to get over the river, so there's got to be another way.

That large boulder there looks a bit suspicious — let's try moving it. Hurruuurph! Ah ha! Eventually it rolls away disclosing a cave entrance.

Well, this doesn't seem too bad, does it? Despite the dreadful white on blue text, the game seems friendly enough. The descriptions are quite long and well written (the punctuation is a little questionable) and there's a fast response, too.

Unfortunately, the game goes downhill rather rapidly after that. It's Quilled, so the most common response to a command is YOU CAN'T. I followed the recently discovered path beyond the boulder, and lying on the floor was a torch. Whenever you find a source of light, you can bet you'll soon be plunged into darkness.

After a further thirty minutes, I still couldn't get it working. Had there been no battery or oil, I could have understood, but with no explanation as to WHY, my patience waned at an alarming rate.

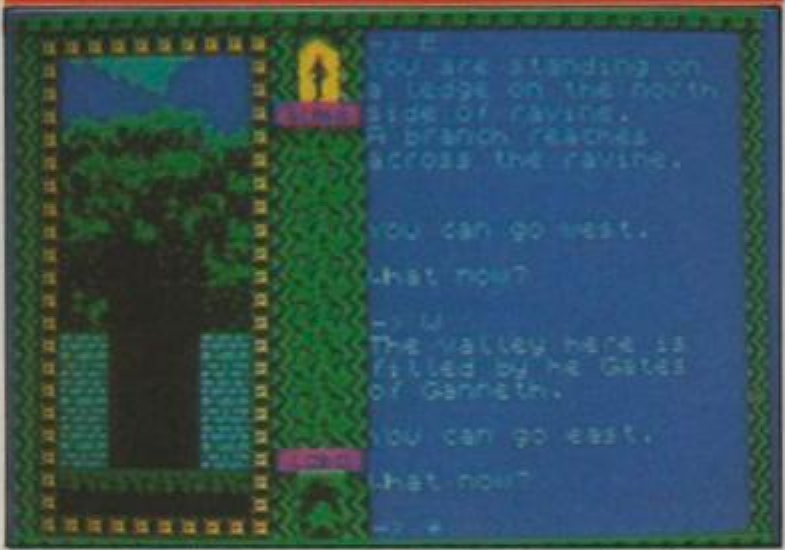
If you are the first to complete this game, you win a Microvitec 1431 MZ STD RES colour monitor for your Spectrum. I can only recommend it to those in need of either that monitor or a dose of frustration!

Castle Thade is produced by The Spectrum Adventure Exchange Club, which arranges monthly 'swaps' between members, for a £1.25 handling charge, and promises a monthly newsletter.

Jim Douglas

Vocabulary	3
Atmosphere	5
Personal	4
Value	4

TERRORS OF TRANTOSS



```
> E
You are standing on
a ledge on the north
side of ravine.
A branch reaches
across the ravine.

You can go west.

What now?

> U
The valley here is
filled by he Gates
of Ganneth.

You can go east.

What now?

> 
```

This is what the **Terrors of Trantoss** REALLY looks like. Last issue our late lamented typesetters decided to treat you to two pictures of **Voyage to Ithaca**. Very nice they were too — but we really wanted you to see these very pretty pictures of Trantoss from the **Ram Jam Corporation**.

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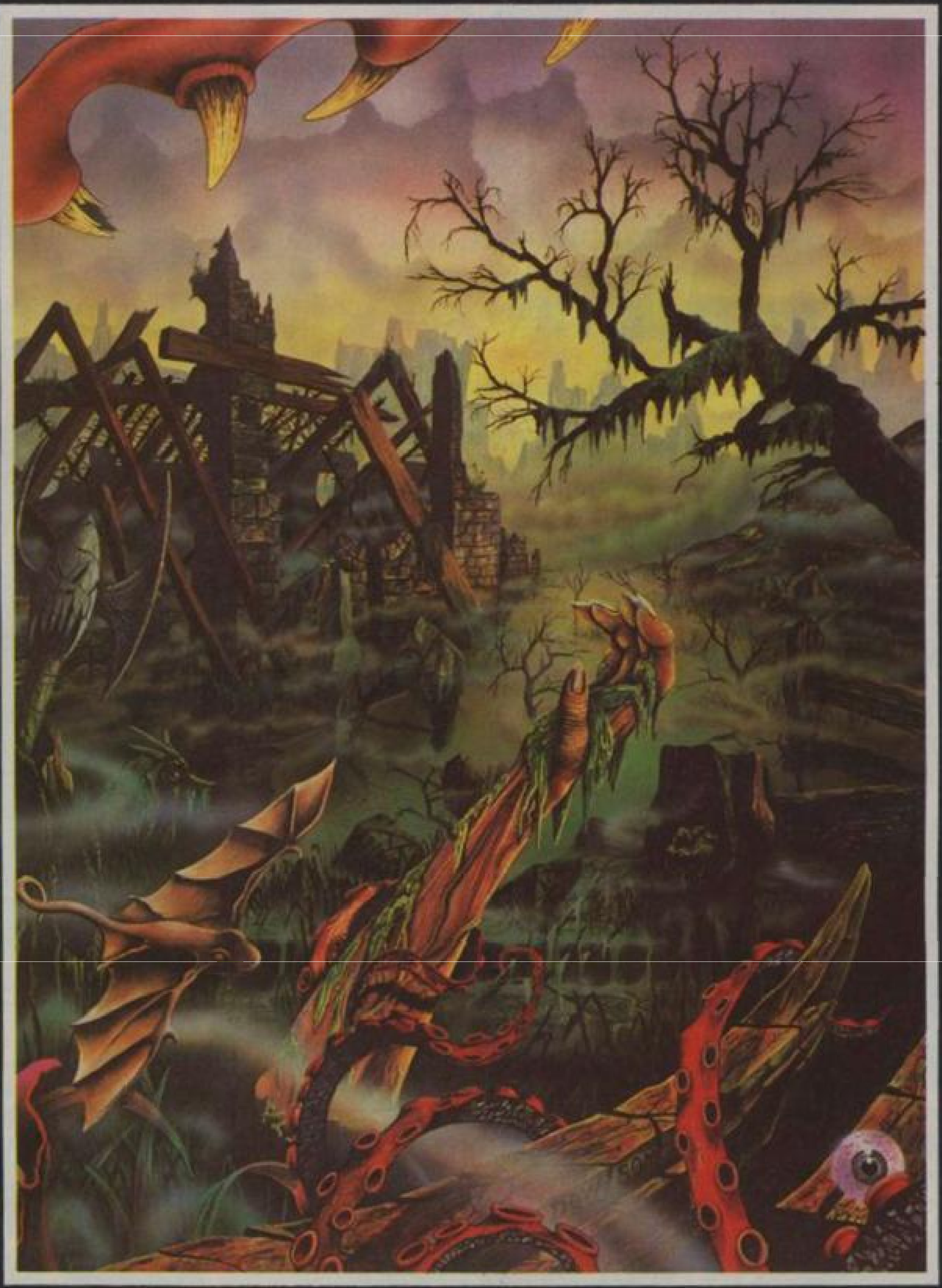

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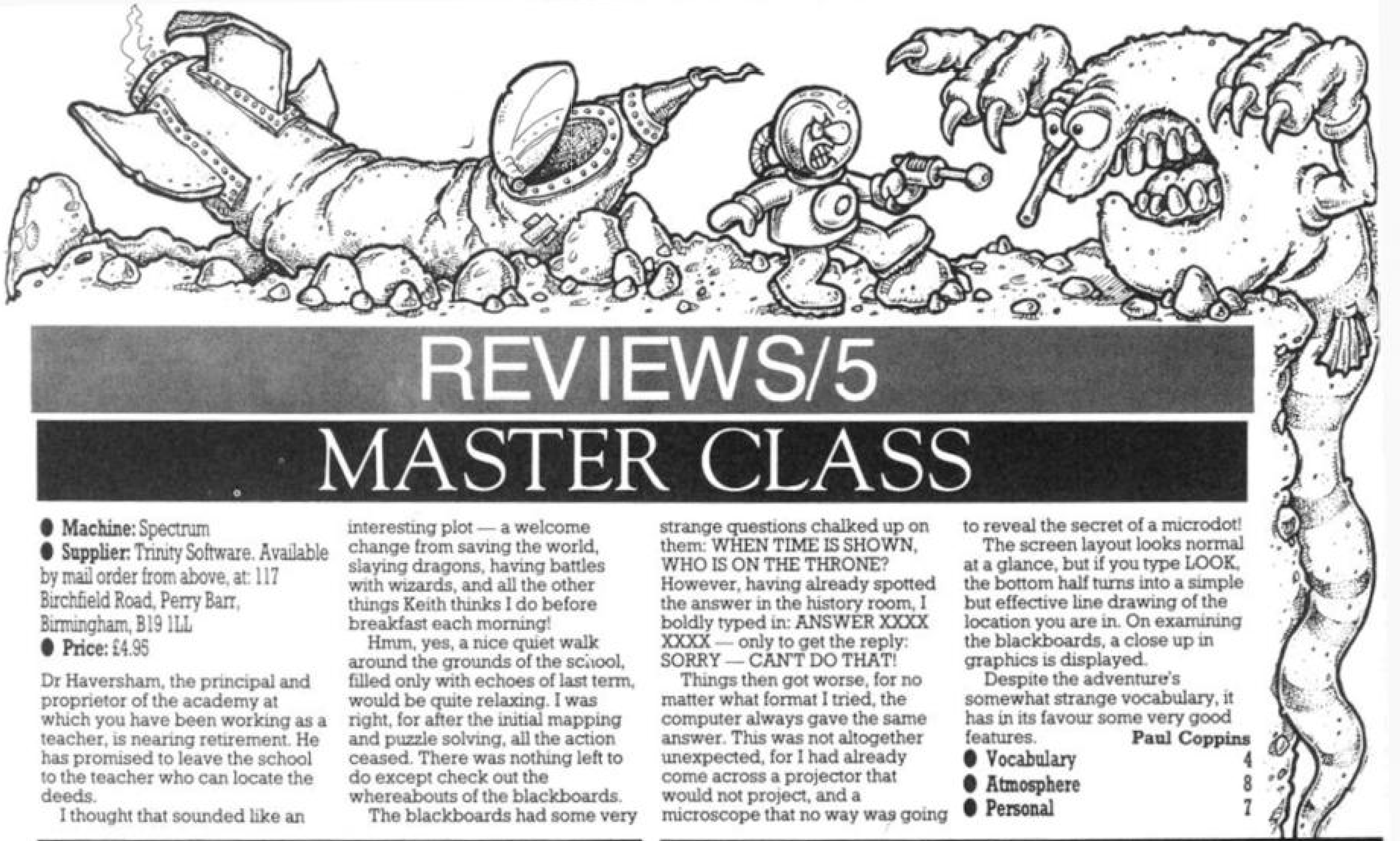


REVIEWS/5

MASTER CLASS

- **Machine:** Spectrum
- **Supplier:** Trinity Software. Available by mail order from above, at: 117 Birchfield Road, Perry Barr, Birmingham, B19 1LL
- **Price:** £4.95

Dr Haversham, the principal and proprietor of the academy at which you have been working as a teacher, is nearing retirement. He has promised to leave the school to the teacher who can locate the deeds.

I thought that sounded like an interesting plot — a welcome change from saving the world, slaying dragons, having battles with wizards, and all the other things Keith thinks I do before breakfast each morning!

Hmm, yes, a nice quiet walk around the grounds of the school, filled only with echoes of last term, would be quite relaxing. I was right, for after the initial mapping and puzzle solving, all the action ceased. There was nothing left to do except check out the whereabouts of the blackboards.

The blackboards had some very strange questions chalked up on them: WHEN TIME IS SHOWN, WHO IS ON THE THRONE? However, having already spotted the answer in the history room, I boldly typed in: ANSWER XXXX XXXX — only to get the reply: SORRY — CAN'T DO THAT!

Things then got worse, for no matter what format I tried, the computer always gave the same answer. This was not altogether unexpected, for I had already come across a projector that would not project, and a microscope that no way was going to reveal the secret of a microdot!

The screen layout looks normal at a glance, but if you type LOOK, the bottom half turns into a simple but effective line drawing of the location you are in. On examining the blackboards, a close up in graphics is displayed.

Despite the adventure's somewhat strange vocabulary, it has in its favour some very good features. **Paul Coppins**

● **Vocabulary**	4
● **Atmosphere**	8
● **Personal**	7

MURDER HUNT

- **Machine:** Spectrum 48K
- **Supplier:** Bodkin Software
- **Price:** £2.50

A murder is on the loose in the peaceful farming village of Keggly. Father Paddy Murphy (that's you) walks out of his church, into the graveyard, and finds his gravedigger stabbed to death, lying in a pool of blood. A trial of bloodstained footprints lead off, down the lane.

Father Paddy's quest is to find the murderer, and secure him before carting him away. A tour of the neighbouring countryside uncovers the maniac's tracks. Ripped clothing is found in the woods, and an empty bottle in the disused mine. More startling is a grim discovery in a cottage in the village.

This is a text only adventure, and the text is of a rather strange design, and not ever-so-easily legible. It has fairly lengthy location descriptions that convey the rustic atmopshere well, besides building up the tension in the game.

Input is by verb-noun, and, unusually in an adventure, there is a PAUSE command. This implies that the game is played in real time.

This is an interesting game, rather like exploring a detective story for yourself, and more adventures of the Rev. Murphy are promised.

Keith Campbell

● **Vocabulary**	10
● **Atmosphere**	10
● **Personal**	10
● **Value**	10

THE EXTRICATOR

- **Machine:** Spectrum 48K
- **Supplier:** Precision Games. Mail order (21p extra) from: 2 Fern Hill, Langdon Hills, Basildon, Essex.
- **Price:** £2.99

Professor Roberts is imprisoned at the Star Fleet Command HQ on the planet Arg. Your job is to extricate him. The snag is, that the complex is split up into sectors, and to infiltrate the sector where the prof is languishing, involves passing through three other sectors.

You must get hold of the appropriate pass to move from one sector to the next. Therein lie the puzzles.

The puzzles are not overly difficult, but the solutions do sometimes require a bit of spotting. EXAMINE is a command used to good effect here, and this adds a lot to the adventure.

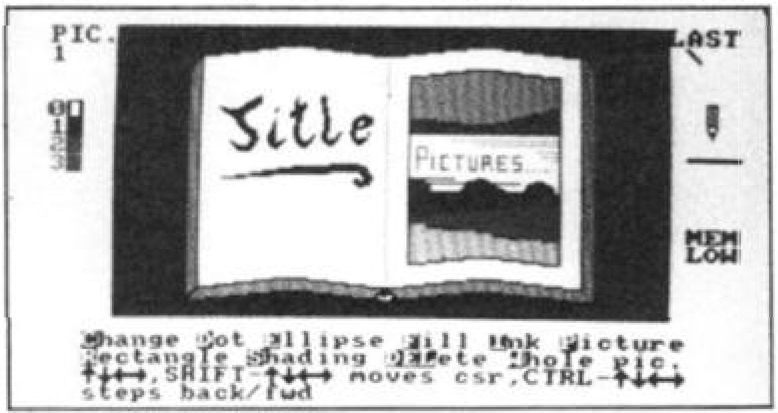
Quilled, patched, and illustrated, **The Extricator** is described as a split screen text and graphics adventure. There are very few graphics, and you can even turn those off, although they are pleasant enough not to want to.

One word of warning! I nearly didn't get as far as reviewing this game, as I got locked into four locations.

Keith Campbell

● **Vocabulary**	8
● **Atmosphere**	8
● **Personal**	9
● **Value**	10

C+VG OFFER



```
Change Dot Ellipse Fill Ink Picture
Rectangle Shading Delete Whole pic.
↑↓←→,SHIFT-↑↓←→ moves csr,CTRL-↑↓←→
steps back/fwd
```

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Interested!! Then write to: Incentive Software, 54 London Street, Reading RG1 4SQ, enclosing a cheque or postal order made payable to Incentive Software Ltd. Don't forget to include the special C+VG token with your order form. Please allow 28 days for delivery.

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To stand a chance of joining me on my mission you'll have to answer these special C+VG spy questions . . .

Below are printed the names of several British spies and traitors. Some are genuine, some not. Can you circle the guilty people?

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- Philby
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Answer____________________________

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Test your sleuthing skills against world famous detectives. They're all there hunting the slippery Snodgits – dreadful little creatures who wreak havoc in Lord and Lady Snodger's snobsville mansion. A must for all bright sparks. Amstrad CPC 464 and Spectrum 48K
Sparkle rating ★★★★

MAD DOCTOR

Here's a chance to create your own monster! No kidding – all you have to do is collect the bits. As Dr Franz Blockenspiel you grab unsuspecting passers by and drag them back to your lab. Gruesome and dangerous – the irate villagers are after you. Grab your gown and get scalpelling! Commodore 64. Sparkle rating ★★★★

White Viper

A real snake of a game this! There are white horses to tame, ghostly henchmen to overcome and a nasty Wizard to out think. But the rewards are high – the hand of a smashing princess and your very own kingdom. For only £1.99 – they must be potty! Commodore 64
Sparkle rating ★★★★★

KIDNAP

Babes in space! Kkrudd an evil alien has kidnapped tiny Earthlings and frozen them in suspended animation. You must rescue them from their fate. Bizarre, unknown creatures are on guard – you need all your skill to defeat them. Utterly captivating! Spectrum 48K
Sparkle rating ★★★★

DANGERMOUSE
IN DOUBLE TROUBLE

Help the super rodent overcome Baron Greenback's latest ploy. The evil villain is building an android Dangermouse. You must stop him and defuse the danger. This game is not for the amateur!
Commodore 64 and Spectrum 48K
Sparkle rating ★★★★★

Tower of Evil

Have you ever fought a Baphomet? Well, they are no pushover. They guard where the Princess is imprisoned and have some equally horrendous friends. Poor old Princess Diana – locked away in the clutches of the Necromancer. You are her only hope. Commodore 16.
Sparkle rating ★★★★

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I.D.E.A.S CENTRAL

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Welcome to IDEAS CENTRAL. My name is Melissa Ravenflame, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the man who keeps those rogue robots in order — Jackson T. Kalliber. Jackson makes sure OTISS, Big Red, X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it.

So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So, send your hints and cheats to Melissa Ravenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court 30-32 Farringdon Lane, London EC1R 3AU.

MINDER

Mark Cockayne heard the plea for help with 'Minder' and has written in with this hint. To get Terry to mind you just say "Minder", Terry will then reply "OK, but it will cost £100 a day". Answer "Yes" and wherever you go Terry will follow you for that day. In return Mark would like some help with *Elite* for the Spectrum — he wants to know around which planet he will find the Space Dredger?

POKE FOR THE MSX!!!

Yes, I know all you MSX owners think that this must be a mis-print, but we do have one poke for Ocean's Hunchback. Type the program and Run. Then put Hunchback into the data recorder and press play.

```
10 BLOAD "CAS:"
20 POKE — 28370,0
30 DEFUSR = &H9000
40 A = USR (0)
```

If this doesn't work, blame Brian Lafersonne of Merseyside.

COMMODORE

Another regular to I.C. is E Nieland of Holland. This time he has sent in the codes for two games.

The first one is 'A View to a Kill'

City Hall = CCPHJ
Silicon Valley = DB4CT
Finale = ILVCT

STARQUAKE

These codes will let you teleport from one place to another.

1 = Sigma 2 = Astra 3 = Hylis
4 = Kappa 5 = Femur 6 = Chasm
7 = Malis 8 = Metre 9 = Xenon
10 = Cosin 11 = Plasm 12 = Optic 13 = Polar 14 = Z.A.P. 15 = Meson

ATARI & C64

Dropzone — have you ever been killed by a nasty volcanic eruption, swamped by lava, or boiled by hot rocks, well fret no more!

When you start, collect all the men except for one and place them on the dropzone. Now collect the final man and hold on to him — he is the key! Now battle the aliens, and even if they are so nasty that they kill all the other men in the zone, an earthquake cannot happen because you are holding on to the last man. If you die, pick up the man straight away as he must not die.

SPYHUNTER

When you start moving move over to the side of the road and very slowly push towards the grass. If you are lucky your car will travel on the grass and not be attacked by any of the enemies, but they will run into the side of the road and blow-up.

Sometimes your points do not go up when you are on the hardshoulder, but the above method can be used to get out of a tricky situation.

HELP

Matthew Drinkwater has the Commodore version of *Young Ones* and has become completely stuck. Anyone able to help Him? Rick? Neil? Anyone! Who has pokes for the Amstrad 6128 version of *Jet Set Willy 2* ?. Master Wilson of Suffolk woud be very grateful if you could write and let him have them.

ZORRO

Another regular contributor to Ideas Central is Mark Hula. Here he offers you some help with the Amstrad version of *Zorro* — he thinks that they will work just as well on the C64 version.

At the start screen collect the hanky which the fair maiden has dropped. Go down the well and jump across the floating balls and onto the next screen, which has various lift layouts. Go down this screen and onto the next.

Fall down to the bottom of the screen and go right.

You will gradually gain height. When you think you are high enough, push right and you will land on the ledge. Pick up the tree in a pot and go left.

By using the trampolines you will make your way up the screen, until you are on the screen with the lifts.

Climb up the ladders and hit the boulder which will roll and place a lift next to you. Jump on this and put the tree down. The lifts will move once more and you will find an open door. (This is useful later on in the game).

Return to the "well" screen and go right and right again. You will be on a screen with a key, bottle and sofa. Collect the key, jump on the sofa and use it like a trampoline, and bounce right.

Go to the top and jump left — taking you back on the screen you had just left. Walk into the black door and the key will unlock it.

Jump the gap and you will automatically pick up the bottle. Go to the bottom of the screen and go left, where you will see a man sitting on the bar.

Press fire button and you give him the bottle and he becomes drunk!

Line yourself up with his feet and push up on the joystick and you will gain height which will eventually lead you to a ledge.

Go up the ladder on the left and a guard will appear from a door. Force him over the edge of the ledge towards the chandelier which in turn pulls up the crate leaving a hole in the ground. Go down this hole and you will be on the screen with the boulder.

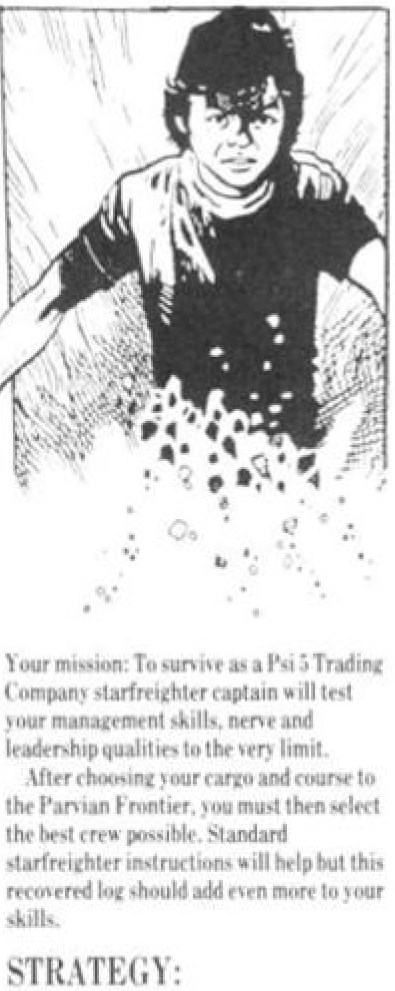
I.D.E.A.S CENTRAL

SPECIAL REPORT

The wreckage of a Psi 5 Trading Company Starfreighter has been recovered from near the Parvian Frontier. Evidence suggests it fell victim to space pirates and marauders who prey on space lanes, reducing the settlers and entrepreneurs who exploit the rich mining deposits in this wild frontier to panic.

Among the debris was the captain's log. Although incomplete, the log contains information and advice which could help future starfreighter captains selected to try and get supplies through to this hazardous part of the universe.

US Gold, partners in the Psi 5 Trading Company, has allowed Ideas Central to print selections from the recovered log, in the interests of inter-galactic safety.



Your mission: To survive as a Psi 5 Trading Company starfreighter captain will test your management skills, nerve and leadership qualities to the very limit.

After choosing your cargo and course to the Parvian Frontier, you must then select the best crew possible. Standard starfreighter instructions will help but this recovered log should add even more to your skills.

STRATEGY:

There is no one way or strategy to win at Psi 5. In fact, strategies will change as your performance increases. As you move on to the next difficulty level — selecting a more difficult destination — you may have to use a previously developed strategy.

CONSOLE INDICATORS

Weapons: The Psi-5 freighter has four weapons systems — Missiles, Blasters, Thermos and Cannons.

Each weapon system has a status light on the console.

If the weapon system is operational and ready it is coloured. If the system is non-operational the light is removed. If the system has just fired, the light flashes white.

Shields: There are four defensive force field shields that surround the Psi-5 ship. The console shield indicators show a bar for each shield. If the shield is operational it shows as a white bar. If the shield is damaged, but still providing protection it is shown as a red bar. If the shield is not operational the bar is not displayed.

The shield battery strength indicator is shown as a dot in one of the shield indicators. If the dot is not present the shield battery is completely discharged and the shields are useless. If the dot blinks there is less than a 20 per cent charge.

Power: The power section of the consol shows two bar graphs, Supply and Demand and a battery active light, Emergency Battery.

The Demand graph (labelled D) shows the total amount of electrical power the different ship subsystems are requesting. A breakdown of these sub-systems power demand can be seen by using the DISPLAY command in Engineering. There is a small fixed amount of overhead demand that is required by the ship that is not represented by the subsystems.

The Supply graph (labelled S) shows the total power being generated by the Psi 5 ship.

Power can be contributed from four sources: 1) Bulky construction code required Yhtak perpetual generator (reliably supplies power to ships core functions and equal to above fixed demand).

2 and 3) Main power reactors.

4) Emergency Battery if enabled and holds a charge.

If the Demand graph exceeds the Supply graph some of the ships sub-systems will automatically be shut down. As power becomes available, the systems will be automatically restored.

Scanners: There is a single information scanner indicator light on the console.

The indicator light is on if the scanners are operational. Scanners are used for SCAN EXAMINE research to fill in Class, Enemy ships damage, and suggested weapon and NAV STATUS research to fill in Risks. The light can be off if Info Scanners become broken (Repair Item) or for lack of power (Item D on ENG DISPLAY not ranked high enough or broken power reactors).

Compass: The ships compass indicator the ships current deviation from mission course. It can be used to verify course changes and evasive action.

Speed: The ships speed indicator displays the current gross speed. It can differ from the requested speed because of lack of power, damage to engines (repair needed), or acceleration changes.

The net speed (actual speed towards destination) is not directly available. Net speed can differ from gross speed when using evasive manoeuvring.

Messages: There is one message indicator for each of the five departments. These indicators show the letter abreviation for the department if messages are pending for that department. The ships computer can save up to eight pending messages for each department.

Joystick shortcuts: Shortcuts have been added for joystick users to quickly perform "Quick-Exit" and "Delete" functions.

Quick-Exit: Push joystick forward and press the button. this is equivalent to the C64 CLR/HOME key or Apple's +/− key.

Delete: Pull the joystick back and press the button. This is equivalent to the keyboards DELETE key.

Acknowledge Message Enhancements

CLR: CLR stands for CLEAR. The CLR command erases all pending messages. This is useful when you get behind in reading crew member messages and want to start fresh.

AUTO: AUTO stands for Automatic messages. Auto messages can be ENABLED or DISABLED. When ENABLED all crew messages immediately interrupt the captain and are displayed. If DISABLED (the default) crew messages are saved by the ships computer until the captain has a chance to acknowledge (read) them.

POKES

Jackson has sent out the "boys" to collect pokes for some of your favourite games. So, eyes down and fingers set at the keyboards here we go with the first poke, which is for the Amstrad, from **Paul Holdaway**

FINDERS KEEPS By pass the Basic Header, then type—

```
10 OPENOUT "D"
20 MEMORY 2047
30 LOAD "FK"
40 POKE 8398,0
50 CALL 2047
```

ANCIPITAL for the Commodore from Michael Vanslembrouck

Type 'load' instead of SHIFT/RUN STOP When 'ready' appears enter the following: POKE 1011,248 POKE 1012,252. The type RUN.

After loading, the computer will reset. Then enter POKE 18679,173 SYS 16384. You now have infinite lives.

RASPUTIN — To cheat, freeze the game F5. Then type DJINN followed by 2 numbers for room.

GERRY THE GERM — Reset then type POKE 2307,1 then sys 2304 + and − keys to change screens.

MONTY ON THE RUN — when asked to input your name type 'I want to cheat' press return and then choose your freedom kit. You will need numbers 2,4,12,13,14 to complete the game.

BOUNDER — Press keys Q,A,Z and space. Hold them down for a minute and part of the screen goes red, you are now ready to start the game. Thanks to John Knight for the last two Commodore tips.

Now for the Spectrum, from J Belt.

NIGHTSHADE — type in and run from start of tape. 10 for F=1 OT 5: LOAD "CODE: NEXT F: POKE 53442,0: POKE 53443,12: RANDOMIZE USR 23424

GUNFRIGHT — Type in and start tape at the beginning.

```
10 LOAD ""CODE:LOAD" "CODE:LOAD"
"CODE:PRINT USR 24576: LOAD" "LOAD"
"CODE: LOAD"" CODE:POKE
23445,201:PRINT USR 23424:POKE
23446,33
20 POKE 42335,0:POKE 46344,0: POKE
48464,0: POKE 48544,0:POKE 49745,0:
PRINT USR 23446
```

SWEEVOS WORLD — Type MERGE"" and edit the line and enter in front of the randomize USR instruction POKE 37008,255 and don't forget to put: after it. Press enter and run for 255 lives.

STARSTRIKE — Load and press. Type I WANNA CHEAT (with the spaces) Gives you infinite shields. Press pause again to start playing.

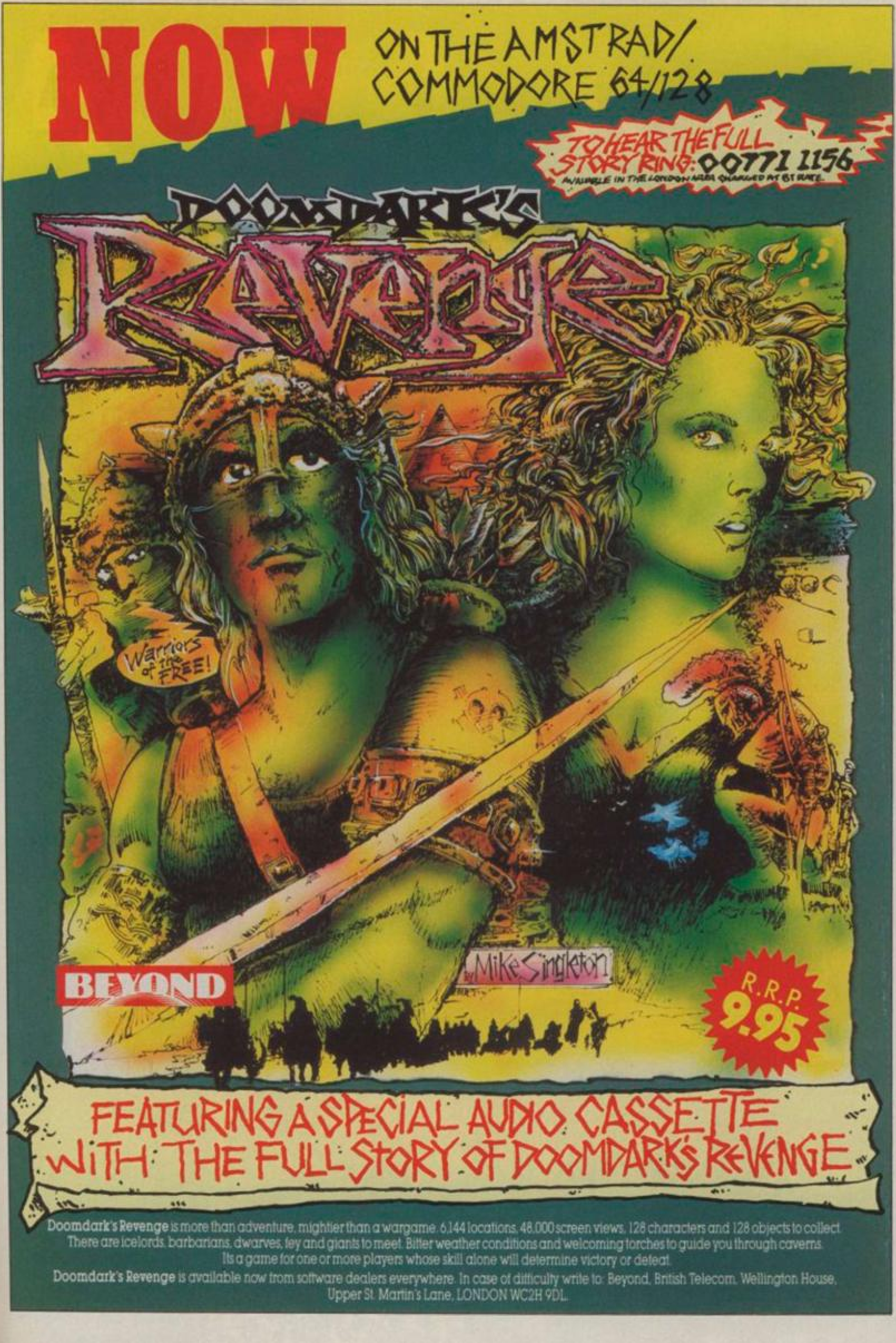
GYROSCOPE — The MERGE"" and put in front of the Randomize USR instructions POKE 53992,0 for infinite lives and poke 52138,201 for infinite time.

Here are a couple of quickies from Michael Lacey. On Rambo when the message 'Your presence has been relayed to enemy HQ — a gunship is now on course and in pursuit' appears — select 'Rocket Launcher', press Return and Push Forward on the Joystick. You now move twice as fast and see no enemy gunships. On Kung-Fu Master, face left and press 'shift' and 'G' together to obtain a handgun. Keep pressing 'shift' and 'G' together for rapid fire. (for level 1 only) Finally on Winter Games on the Figure Skating, keep facing left and falling over to obtain a maximum of 6.0 when the time is up. Rosahn Weerasinghe has infinite live pokes for the BBC

MR EE — When the title page loads in, press BREAK Then *LOAD'MR EE' when load type: ?91ECB=&EA. CALL&4300

SNAPPER — When SNAP2 finishes loading press ESCAPE 45?&FDD=&7F Run.

ROCKET RAID — Play the game and when you crash press BREAK, CALL&EOO. When you die after three lives, a long crash will happen. After this you will have infinite lives.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★ ARCAD

C+VG's Arcade Spy, Clare Edgeley, enters the shawdowy underworld of Empire City and discovers that she's no match for the da Boss. She also takes a look at the arcades' latest nappy clad hero — Wonder Boy.

● EMPIRE CITY

It's April 10, 1931, in the mean and shadowy streets of downtown New York. Here there are furtive, whispered conversations in doorways, blinds twitch at windows and the spasmodic rat-a-tat of gunfire is heard in the distance. Turned up collars and snap-brims pulled well down over foreheads set the scene in gangsterland.

Suddenly a woman's scream shatters the silence. Now is the moment, you've been waiting for. Squinting through the gun sights you scan the immediate area. Nothing. Moving to the right in the direction of a large blue arrow the sights rest on a mean-looking hood pushing a trembling woman before him at gunpoint.

There's no time to lose as a speech bubble starts a countdown from five. Quick, you've got to kill him before zero is reached. Blam! Blam! Bullets fly but the wrong one reaches its target. The screen goes slowly red as you hit the deck, grovelling face down in the muck. Like a cat with three lives, you try again. The woman screams once more, but once again you're not quick enough and end up eating dirt. For the third time you try it, the game's hardly started and it looks as if they're going to cart you away feet first.

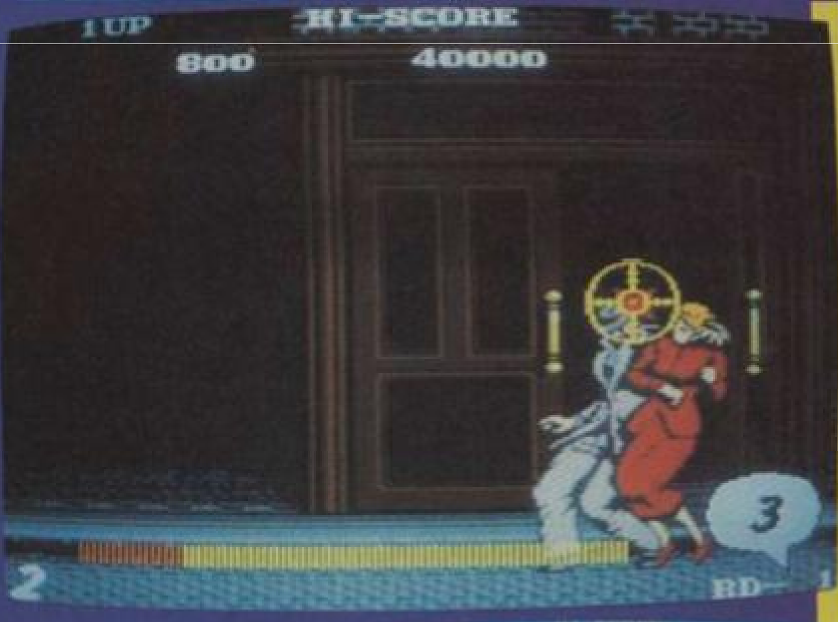
This time you know where your foe is. The sights rest on his head and you fire a quick burst. The bullet goes home and a splatter of red is shown briefly amongst the white marks of missed targets. Saved by the bullet. The girl goes free and you continue your search but this time there are no screams to locate the gangsters. Only arrows, and you can't rely on them too heavily.

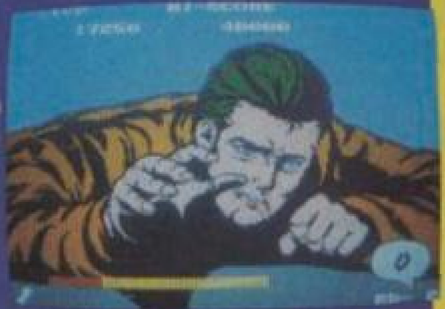
The arrows show you the general direction in which you should be looking. However, it's up to you to search the area for the gun-toting villains. Sometimes they'll be hiding in second or third storey windows, on rooftops or in doorways. If you stray out of the area an arrow will put you back on the right track. There's not much time to search the area, and if you take too long the dreaded speech bubble appears with the countdown to death.

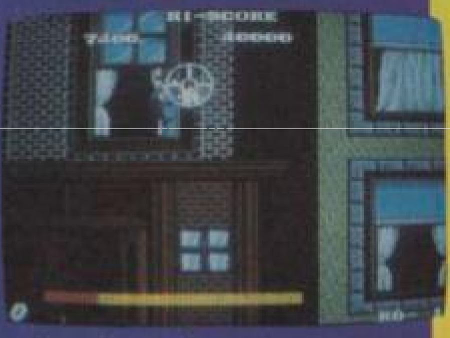
If you need help picturing *Empire City: 1931*, then think of Melbourne House's *Mugsy*. Although *Empire City* is very much an arcade game, it is graphically very similar to *Mugsy* with stills of the streets and characters and not much animation. That doesn't detract from the game, all the action is done at your end of the joystick, first while looking for the baddies and then by shooting them. Having said that, in the second level which is played on May 5: 1931 (another day, another killing) and gangsters dart out from behind buildings and you'll find it harder to locate and then take out the moving target before he disappears.

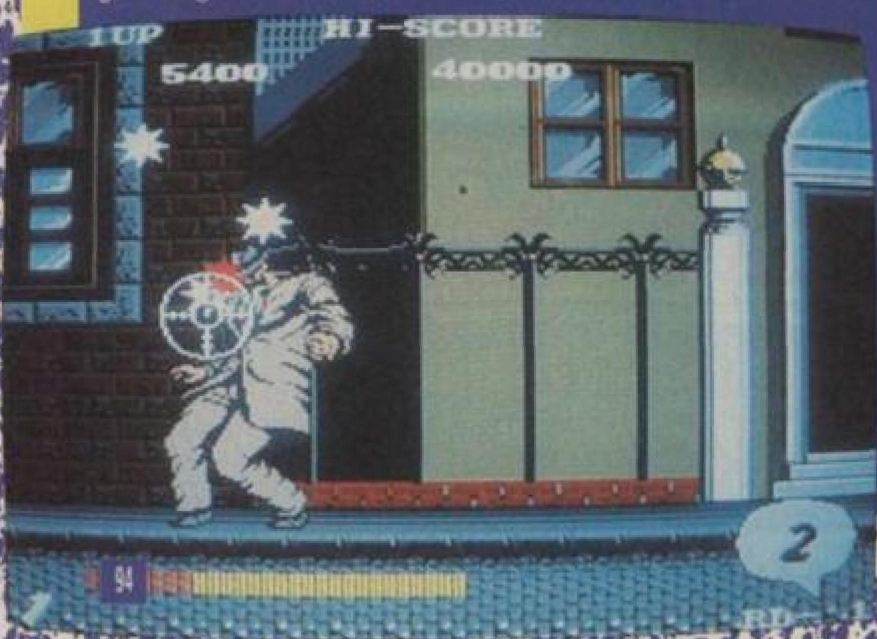
Eventually you're bound to cop it. It's a nice touch that when you eventually catch that bullet, the screen pans over to the character who shot you — so the next time round you'll know where he's lurking. Once you've hit the ground the next screen shows you looking up into the face of your killer — fabulous graphics — and then it reverts to a long shot showing you dead, lying amongst the trash cans.

Fast moving, with lots of action — it's all up to you. This unusual and addictive game is bound to be a winner.









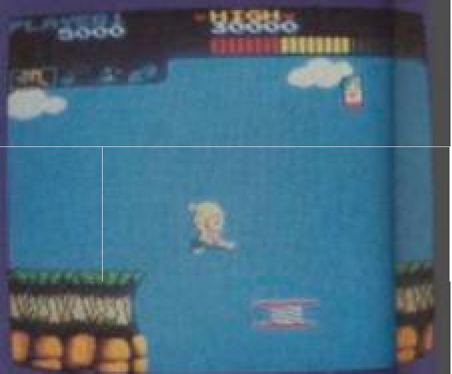
● WONDER BOY

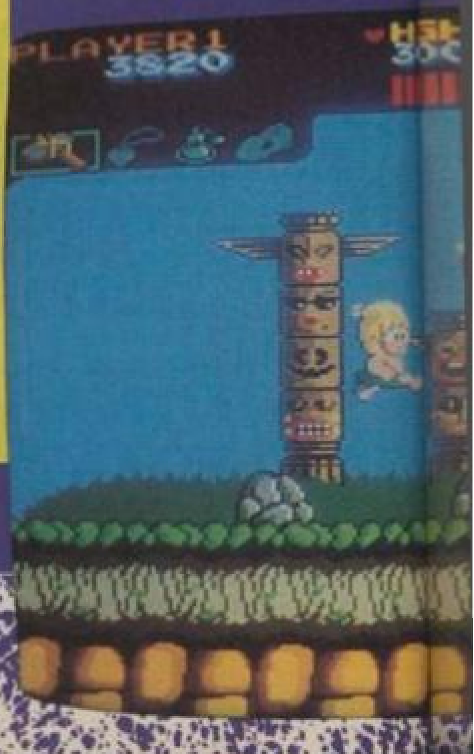
Dressed to kill in nappies and a motorbike helmet, with a skateboard as his trusty steed and wielding a stone axe, *Wonder Boy* is born — ready to fight off the nastiest of nasties, willing to leap the widest chasm, and eager to risk his life.

Yes, if you've got problems, *Wonder Boy*'s your answer. And judging from the sickly-sweet title screen, it involves an equally young lady at the far end of this mighty quest. No doubt, she too wears a matching nappy.

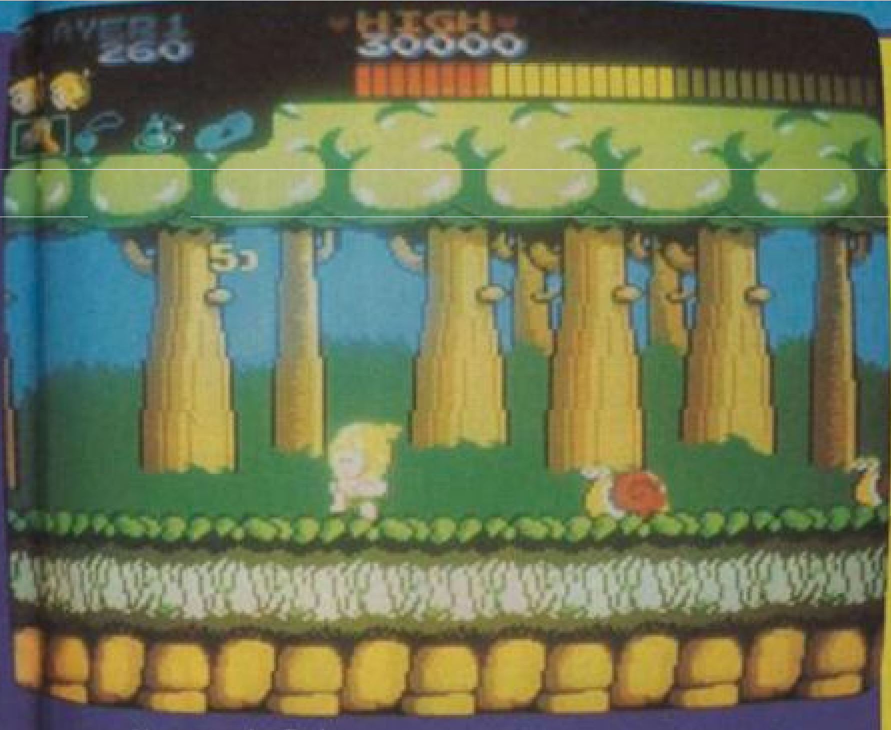
Wonder Boy reminds me of *Super Mario Brothers*, though it's not as complicated, but just as playable. Moving from left to right you've got to leap obstacles while collecting pieces of fruit for extra points. The first screen is very easy and leads you nicely into the game. Leap over snakes, bonfires, snails and bees and at the same time collect the fruit.

Right at the very beginning is an enormous egg. Crack it and a stone axe is revealed. This can be thrown at any nasties in your path eliminating them before they get





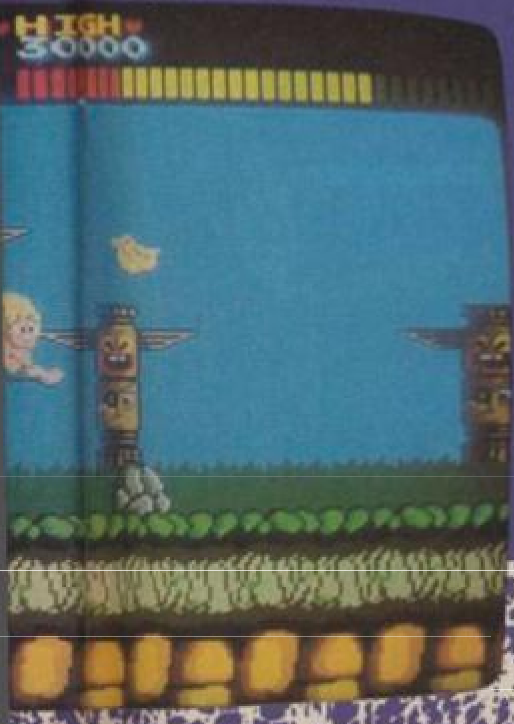
DE ACTION



you. You may also find a skateboard. Once on this, *Wonder Boy* literally charges forward — he can still leap objects, but should he come into contact with, say, one of the numerous outcrops of rock, he'll lose his charger and will have to continue on foot.

Next is a hill with boulders tumbling down it in sequence (it reminds me of *BC's Quest for Tires* from Software Projects — an idea which must originally have come from one of the early arcade games.) The boulders are easy to jump if you don't get carried away by all that tempting fruit. Jump for a piece of fruit and a boulder will roll down and catch you before you have time to leap again. Unlike Eve, leave well alone.

Once over the hill, crack another egg and an angel appears.



Whizzing around waving her wand to some revolting music she eventually settles on your shoulder bringing peace, happiness and bonus points. While she's in residence you can walk past all the nasties without fear, scoring extra points as they die.

Next we get to the cliff edge — very like *Super Mario Bros.* here. Leap the chasms and jump from ledge to ledge using some as lifts to get you to a higher or lower ledge. There are still objects to avoid and you do have your axe for protection.

Whenever you see an egg, open it, as it always has something for you. In the top left-hand corner of the screen there's a picture of the axe, a pendant, a perfume bottle and a slipper. Presumably you have to collect these en route if you're to reach your childhood sweetheart. I didn't get that far.

The second level is played in much the same way, though this time you have to use the clouds as levels to stop you tumbling into the sea — and the waiting arms of an octopus. It is a little harder and you'll have to time your jumps better. Once over the ocean and on to dry land, more surprises await you.

If you want to break from wargaming, you can't go wrong with *Wonder Boy*, it requires skill, timing and is good, clean fun.

● TROJAN

Following the success of *Ghosts 'n' Goblins*, Capcom has repeated the winning formula to produce *Trojan* — a game so similar that at first glance it could be mistaken for its predecessor.

Graphics and gameplay are very much the same, as is the loud rousing jingle which beats throughout. The only real difference is in the storyline and the series of obstacles and characters you have to overcome.

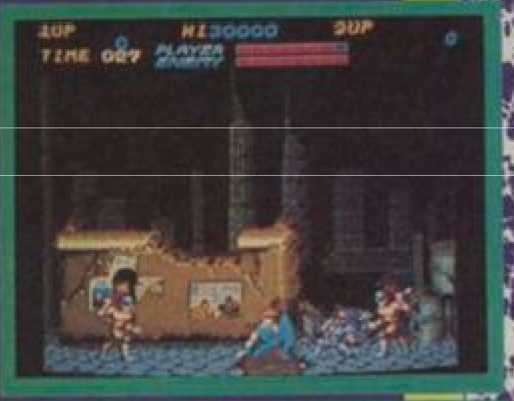
The topic is futuristic, set in the aftermath of a nuclear war you must defeat the army of thugs, and the brutal king who leads them.

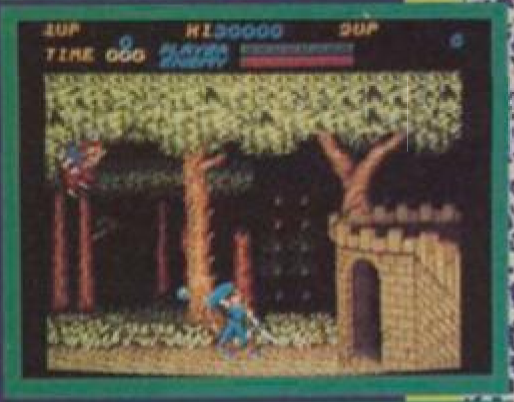
According to the blurb, you have mastered all the martial arts, and single handed you are going to lift the land from its reign of terror. In fact, far from using martial arts, you tend to rely heavily on your trusty sword and shield, and when you have lost those you tend to be pretty helpless.

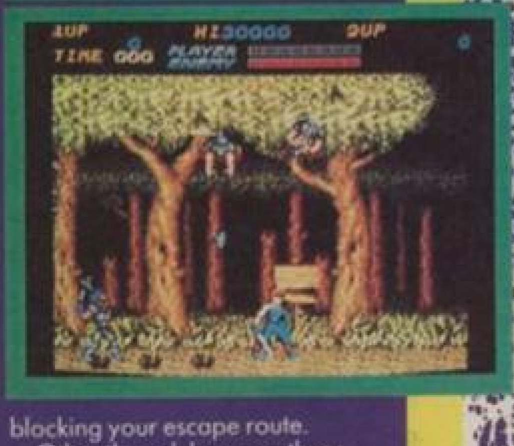
The graphics are detailed, colourful illustrations, and the post-nuclear mutant mohicans with their purple hairstyles are a sight to behold. They're also crafty fighters and are the first batch of thugs you come across in the mean city streets at the start of the game.

Like *Ghosts 'n' Goblins*, the nasties tend to rush you in groups and you'll find them coming at you from behind as well as in front. Now's the time for a spot of action. Your sword snakes out and dispatches them with the greatest of ease, but watch out for the one under the manhole — the arrow he fires at you has to be jumped. And keep an eye on the chappie throwing fire crackers from a window above — they'll put you out of action for a while.

And now onto the skinheads. Two of these loveable creatures jump down, one on either side, giving you very little chance to fight back as they club you senseless. The skins seem more difficult than the mohicans, and so it goes on throughout the game. The trail eventually takes you into an industrial area, to a warehouse full of pipes and levels connected by lifts. Travel up and down to the various floors killing the baddies en route. A difficult task, I warn you — they tend to spring out of nowhere, blocking your escape route.







Other than clubs, some thugs carry knives and also a nasty little weapon which leaves you defenceless on contact. Any time you see a red ball winging through the air, duck or jump it.

After many leagues, and even more scraps and fights, you'll enter a forest. Remember, leaves aren't the only things which drop out of trees. The end of your quest is marked when you near the evil king's castle.

With its marvellous graphics and the many obstacles overcome, you'll have no complaints with *Trojan*, especially if you're a newcomer to the *Ghost 'n' Goblins* type scenario.

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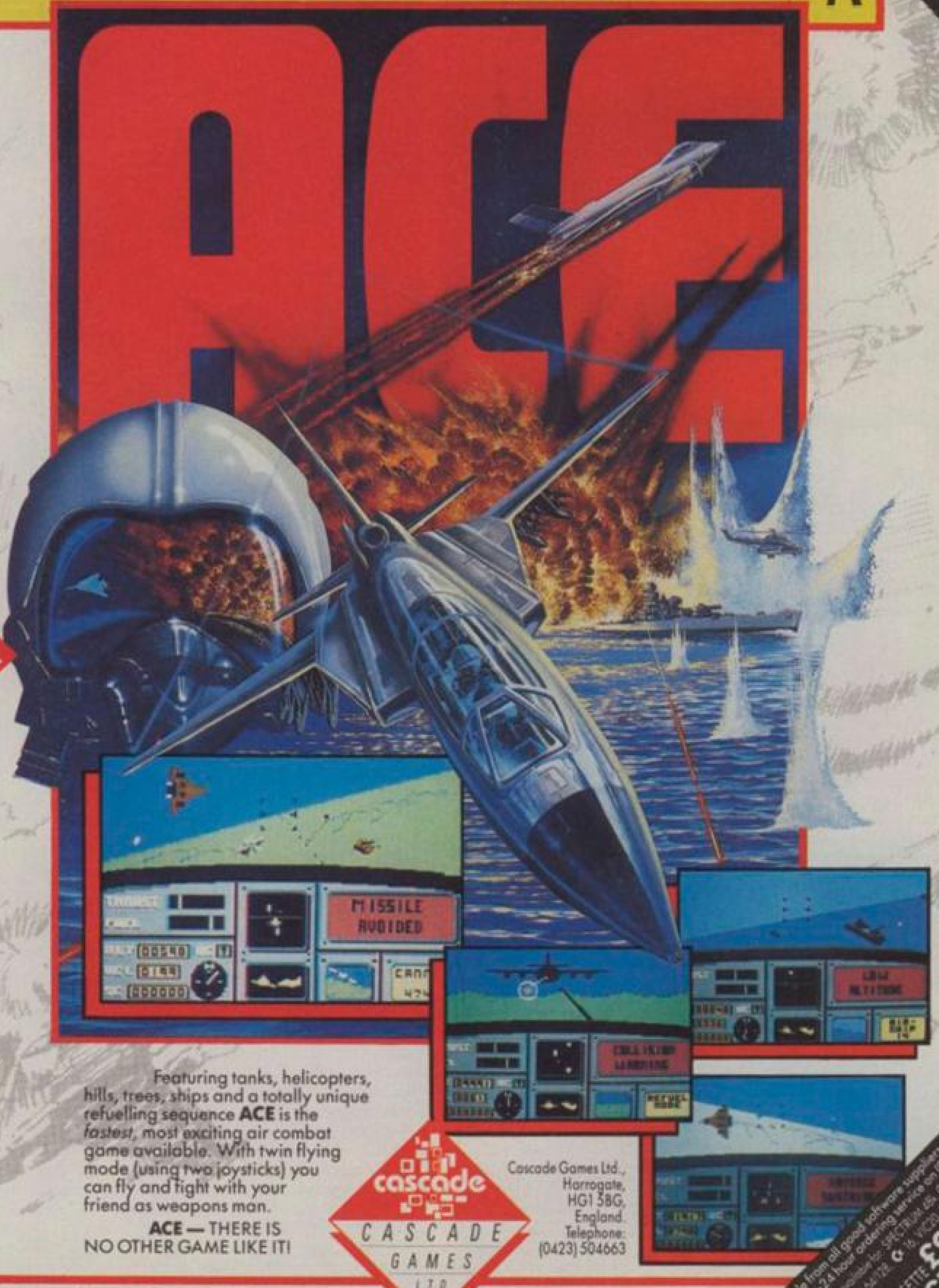

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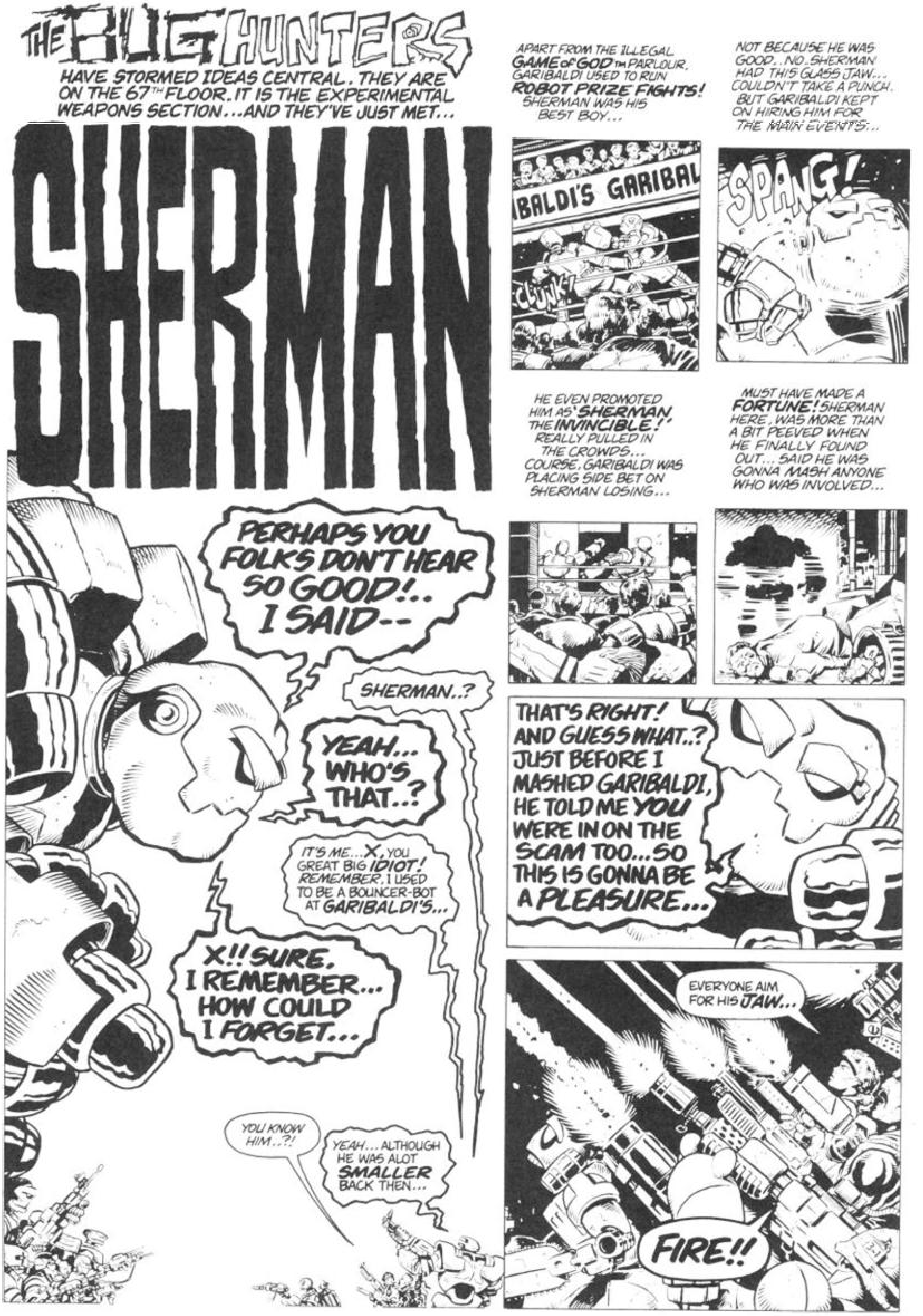
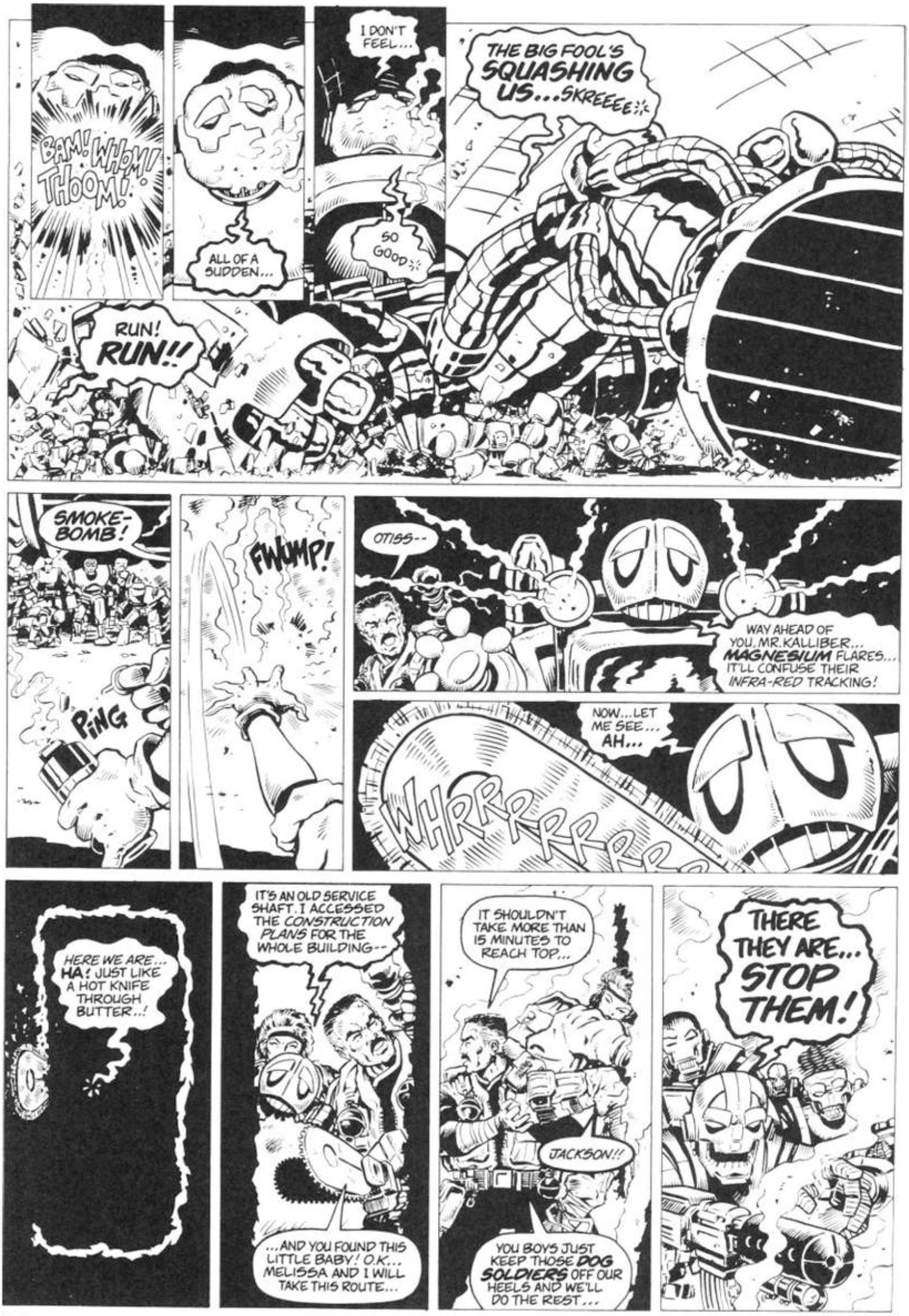

THE BUG HUNTERS
HAVE STORMED IDEAS CENTRAL. THEY ARE ON THE 67TH FLOOR. IT IS THE EXPERIMENTAL WEAPONS SECTION... AND THEY'VE JUST MET...
SHERMAN
PERHAPS YOU FOLKS DON'T HEAR SO GOOD!.. I SAID--
SHERMAN..?
YEAH... WHO'S THAT..?
IT'S ME... X, YOU GREAT BIG IDIOT! REMEMBER, I USED TO BE A BOUNCER-BOT AT GARIBALDI'S...
X!! SURE. I REMEMBER... HOW COULD I FORGET...
YOU KNOW HIM..?!
YEAH... ALTHOUGH HE WAS ALOT SMALLER BACK THEN...
APART FROM THE ILLEGAL GAME of GOD TM PARLOUR, GARIBALDI USED TO RUN ROBOT PRIZE FIGHTS! SHERMAN WAS HIS BEST BOY...
NOT BECAUSE HE WAS GOOD.. NO. SHERMAN HAD THIS GLASS JAW... COULDN'T TAKE A PUNCH. BUT GARIBALDI KEPT ON HIRING HIM FOR THE MAIN EVENTS...
BALDI'S GARIBAL
CLUNK!
SPANG!
HE EVEN PROMOTED HIM AS 'SHERMAN THE INVINCIBLE!' REALLY PULLED IN THE CROWDS... COURSE, GARIBALDI WAS PLACING SIDE BET ON SHERMAN LOSING...
MUST HAVE MADE A FORTUNE! SHERMAN HERE, WAS MORE THAN A BIT PEEVED WHEN HE FINALLY FOUND OUT... SAID HE WAS GONNA MASH ANYONE WHO WAS INVOLVED...
THAT'S RIGHT! AND GUESS WHAT..? JUST BEFORE I MASHED GARIBALDI, HE TOLD ME YOU WERE IN ON THE SCAM TOO... SO THIS IS GONNA BE A PLEASURE...
EVERYONE AIM FOR HIS JAW...
FIRE!!


BAM! WHOM! THOOM!
ALL OF A SUDDEN...
I DON'T FEEL...
SO GOOD
THE BIG FOOL'S SQUASHING US...SKREEEE
RUN! RUN!!
SMOKE-BOMB!
PING
FWUMP!
OTISS--
WAY AHEAD OF YOU, MR. KALLIBER... MAGNESIUM FLARES... IT'LL CONFUSE THEIR INFRA-RED TRACKING!
NOW...LET ME SEE... AH...
WHRRRRRRRR
HERE WE ARE... HA! JUST LIKE A HOT KNIFE THROUGH BUTTER...!
IT'S AN OLD SERVICE SHAFT. I ACCESSED THE CONSTRUCTION PLANS FOR THE WHOLE BUILDING--
...AND YOU FOUND THIS LITTLE BABY! O.K... MELISSA AND I WILL TAKE THIS ROUTE...
IT SHOULDN'T TAKE MORE THAN 15 MINUTES TO REACH TOP...
JACKSON!!
YOU BOYS JUST KEEP THOSE DOG SOLDIERS OFF OUR HEELS AND WE'LL DO THE REST...
THERE THEY ARE... STOP THEM!

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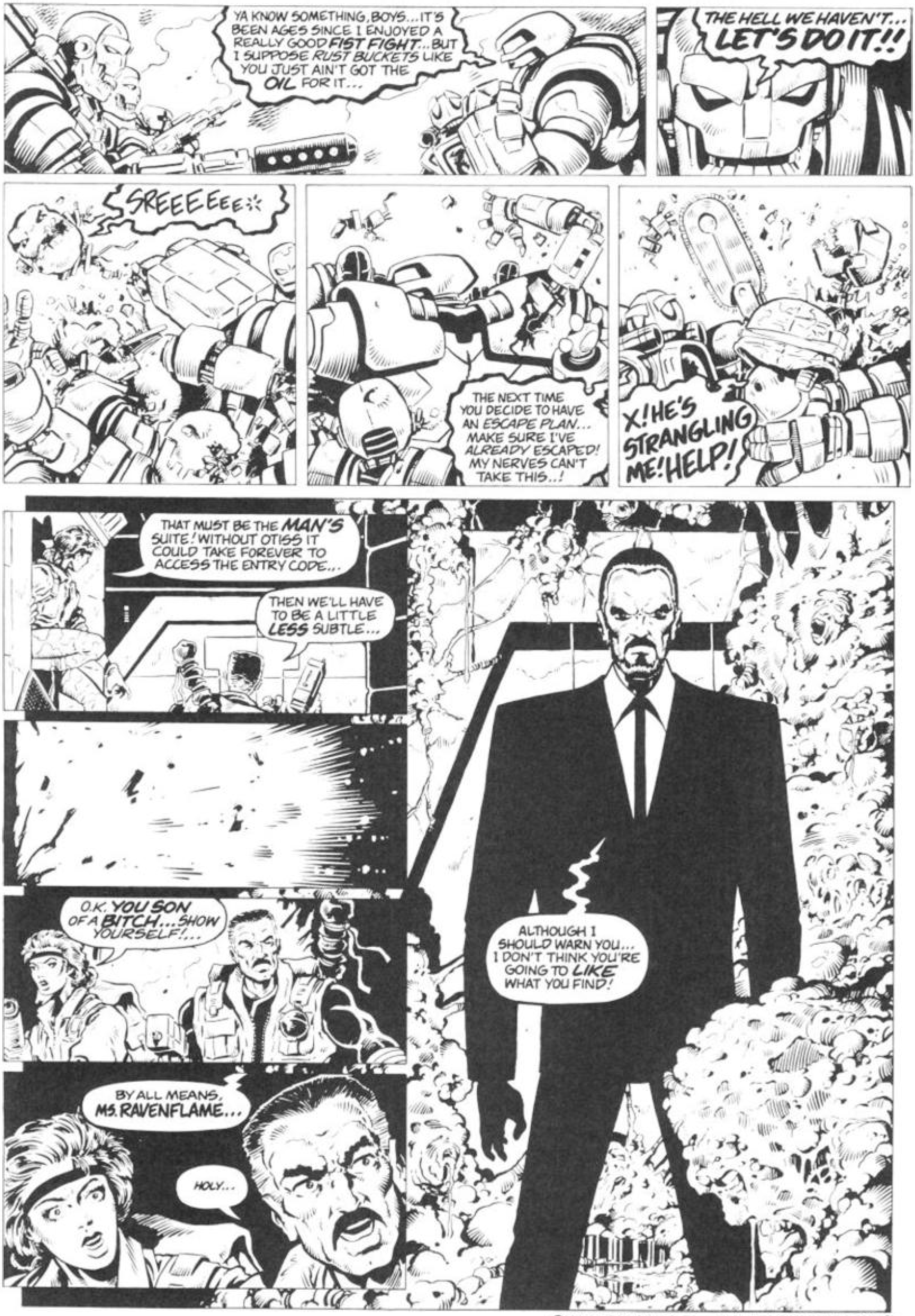

YA KNOW SOMETHING, BOYS... IT'S BEEN AGES SINCE I ENJOYED A REALLY GOOD **FIST FIGHT**... BUT I SUPPOSE *RUST BUCKETS* LIKE YOU JUST AIN'T GOT THE **OIL** FOR IT...
THE HELL WE HAVEN'T... LET'S DO IT!!
SREEEEEEE
THE NEXT TIME YOU DECIDE TO HAVE AN *ESCAPE PLAN*... MAKE SURE I'VE *ALREADY* ESCAPED! MY NERVES CAN'T TAKE THIS..!
X! HE'S STRANGLING ME! HELP!
THAT MUST BE THE **MAN'S** SUITE! WITHOUT OTISS IT COULD TAKE FOREVER TO ACCESS THE ENTRY CODE...
THEN WE'LL HAVE TO BE A LITTLE **LESS** SUBTLE...
O.K. **YOU SON OF A BITCH**... SHOW YOURSELF!...
ALTHOUGH I SHOULD WARN YOU... I DON'T THINK YOU'RE GOING TO **LIKE** WHAT YOU FIND!
BY ALL MEANS, **MS. RAVENFLAME**...
HOLY...

CONTINUED--NEXT MONTH!

MICROSELL

MICROSELLS — It costs only £1 to advertise in Microsell!

Atari games to sell or swap, cassette only. Games include Zorro, Kennedy Approach, Bruce Lee and many more. Please send list of offers to: Richard, 5 Barton Fields, Ecton, Northampton NN6 0QA.

Prism VTX 5000 modem for sale or swap for mirage microdriver or Multiface one. Modem for use on Spectrums and you can get on to Micronet 800 only £30. Contact: R. Fawcett, Arthur's Seat, War Coppise Rd, Caterham, Surrey CR3 6AS.

CBM64 + C2N + competition pro + over £320 of tape software (Uridium, Mercenary etc) + Nearly new 1541 + Epyx fastload cartridge + £65 of disk games (LCP, Hitch Hiker's, Koronis Rift). Worth over £700. The lot for £420. Phone Great Missenden 3273 after 5pm.

Apple 11E. For sale Kage 12" Green Screen Monitor. 2 disk drives: interface card: 80 column card: Micro Soft Soft card. £500. Tel: 096 274 208.

For Sale: Simons basic Currah Speech and Trojan Light Pen. All for CBM64. £50 for all 3. Write to M. Povey, 20 Vicar Road, Wath Upon Dearne, South Yorkshire S63 6QA. Also pen-pals wanted to swap tape games and ideas with.

Commodore 64 and Atari software to swap Disk only. All the latest titles. Send your list in return for mine to Andrew, 19 Herondale Avenue, Birkenhead, Merseyside, L43 7UH.

Commodore 64 software to swap on disk and tape. Many new titles. Please write soon. Send to S. Robbins, 9 Baytree Close, Backford Cross, S. Wirral, L66 2XZ or ring me on 051 339 5190.

48K Spectrum Kempston interface quickshot joystick, 65 games, £480 worth. Total value £600, swap for Amstrad (Colour Monitor). Contact Paul Turk, Bunaninver, Brinalack, Letterkenny, Co Donegal, Ireland (Distance no problem, delivery arranged).

Spectrum Plus, with Ferguson datacorder, joystick, plus interface, 100 magazines, 300 games (Bomb Jack, Green Beret, Ping Pong etc). Worth £800. Sell £185. Phone Colin after 6pm on 0475 26554 for details.

48K Spectrum with manuals and leads, DK'Tronics keyboard, Comcon programmable Interface with quickshot 2+2 joystick, Spectrum Digital Drum Kit, Port Extension Interface, lots of magazines and software. Value £700+ including many of the latest titles. All in excellent working order. £200 ono for quick sale. Tel: Watford 41109.

Commodore 64 software to swap. I have many new games from USA, England and Holland. Write to Henrik Hansen, Rudolph Berghs Gade 37, 2100 Copenhagen, Denmark.

New Spectrum + with quickshot 2 joystick. 7 games such as Monkey Business, Quickshot. Tel: 0827 896945 after 5pm. Will sell for £100 including datarecorder.

Spectrum + in good condition with £130 worth of original software inc. Fist, Spitfire 40 and Winter Games. Also a Doodler lightpen, switchable interface, Quickshot 2 joystick, Fergason Data recorder and a Doubler Mk2 and many magazines. Cost £350. Sell for £150 or swap for Commodore 64 with tape deck and joystick. Phone Stocton, Cleveland (0642) 565141 after 4pm.

Commodore 64/128 software: 100s of titles to swap or sell, some of which have been previously unreleased. All the latest software. If interested scribble to: M. Roberts, 64 Rectory Lane, Breadsall, Derby DE7 6AL. All letters answered.

Will swap C64 music studio (D) for Activision Game maker (Disk) or Gilsoft's illustrator (Disk). Cash also considered. Originals only please. Phone (0742) 694046 after 5pm. Ask for Leigh or leave message.

Boxed MTX500, tape deck, over £100 software, books and mags. Worth over £400 new, will sell for £100 ono. Any offer or swap considered. Tel(0325) 463966 after 6pm.

For Sale: complete computer outfit including: Dragon 32 computer, black and white portable TV, tape recorder, and computer tables. Comes complete with games and magazines. Ideal for beginner! £150 ono. Tel: Derby 776050 and ask for Darren.

Vectrex for sale. Plus 10 games eg, Solar Quest, Rip Off, Bedlam, Hypercase, Spike, Clean Sweep, Berzerk, Starship, Cosmic Chasm, Scramble. £50. Buyer collects. Tel: 0223 (Cambridge) 60141.

Amstrad 464 with Green Screen, plus colour modulator, two joysticks £300 of software, including Elite, Rambo, plus mags all owrth over 1600 for only £280. Phone 0282 57801 after 5pm.

Amstrad pen pals wanted from all over the world to swap ideas and software. All letters answered. A. Kham, 142 Broadstone Way, Bradford, West Yorkshire, BD4 9BU.

Atari software for sale — all originals. Disks — Dallas Quest, Bruce Lee, Mercenary, cassettes — all Level 9 adventures, some Scott Adams, some Arcade. Also selection of cartridges. All £5 each. Tel: 0968 78465 after 7pm or weekends.

Electron Computer, plus 1 interface, joystick (Quickshot). Leads, manuals, books, tons of games/cart. (inc Elite), and all but 2 Electron User to date and others. £200 ono/inc £35 Acorn data recorder. Perfect condition. Phone: Adam 01-904 4519 6pm-9pm.

Commodore 64 with cassette unit, over £400 worth of software, dust cover, back up device, plus books. Worth £500, only £130. Phone: 0993 841182 after 6pm. Ask for Ken.

Bargain: 48K Spectrum Plus, boxed, with leads, manual and magazines. Over £55 of software, inc Elite, Bombjack Atari 2600 video consolte system with inc Pac Man and Space Invaders. Also Atari includes paddles, joystick and video touchpad. All worth over £300. Will sell for £120 for quick sale. Excellent condition. Phone: 01-435 1281. Will sell separately.

BBC B Bargain software, all originals. Titles include: Elite, Hypersports, Yie Ar Kung Fu, Beach head, Alien 8 and many more. Price £3-£6. Also a brand new addictive game of skill not in the shops: Crown Green Bowls £4. Ring Rotherham (0709) 546261 and ask for Mark.

Commodore 64 originals to sell. My games include Summer Games II, Mercenary, Frankie Goes to Hollywood, Robin of the Wood, Rambo and many more. Ring 0298 77641 and ask for Rob.

CBM64 software to swap. Send your list for mine to Kenneth Taylor, 4 Masterick Hend, Aberdeen, Scotland AB2 5GF. Tel: 0224 690751. Disk only.

CBM 64 software. Fight Night, Ancipital, Dig Dug, Rocky Horror Show, World Series Baseball, Moon Cresta, Wizards Lair and Who Dares Wins — £4 each, also cartridges. Pole position, Miss Pacman and Centipede £4 each. Tel: 0630 57129.

Swap: Brand new Amstrad 6128 eprom programmer (cost £34.95) for "The Hitch-Hikers Guide to the Galaxy" adventure game. It must be complete and original. Telephone: (0532) 537507 after 6pm. Ask for Robert.

BBC Computer: 29 games including Elite, Knightlore, Way of the Exploding, first 2 books. Good condition. Altogether worth £469, selling for £280 ono. 142 St Albans Road, Arnold, Nottingham. Tel: 203088.

VIC 20 for sale with C2N recorder, 16K switchable ram, 19 games, 2 cartridges. £80 ono. 3 Ryefield Rd, Sale, Cheshire M33 4WE. Tel: 061 962 3575.

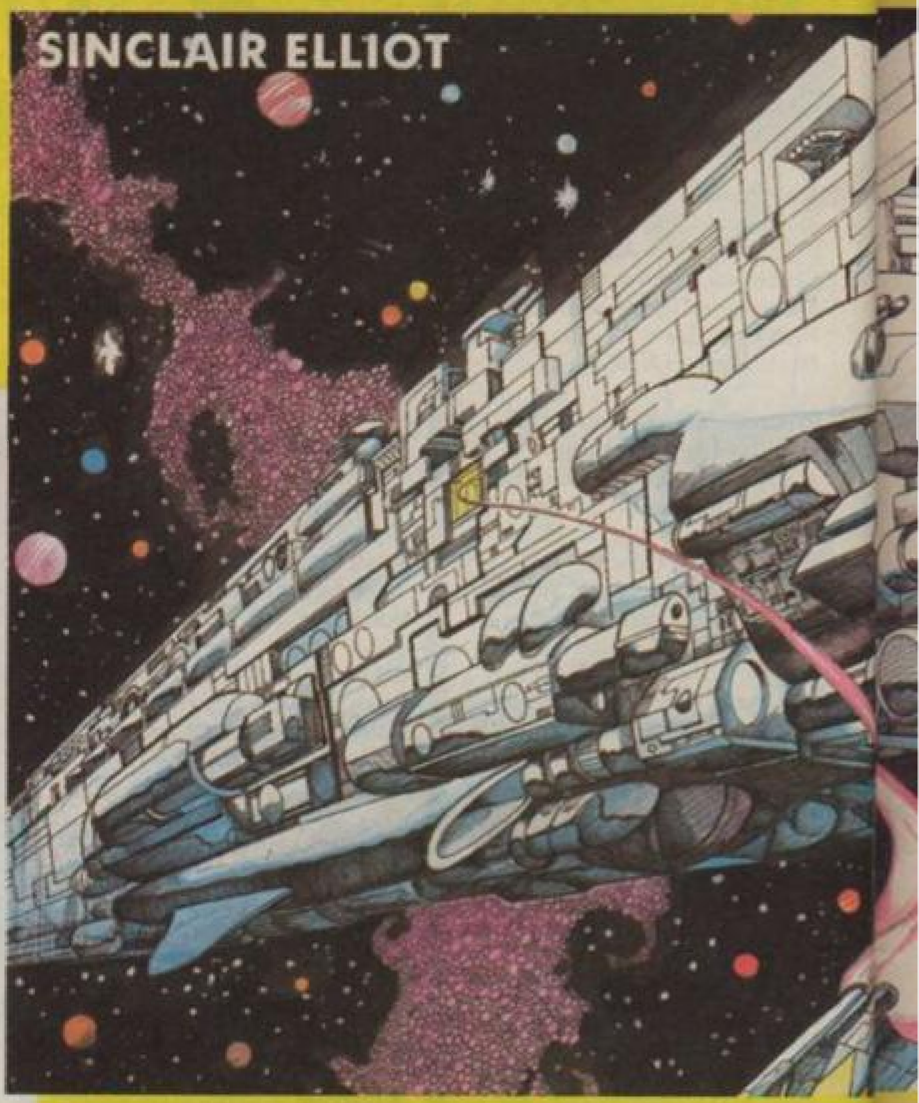
CBM 64. I'm looking for the newest stuff!! Send your list to M. Crucke, Durennemeers, 28,B—9600 Ronse. Have all the new things!!

CBM 64 games to swap, many titles. Please send your list for mine. Write to Neil, 7 Chichester Close, Gateshead, Tyne & Wear, England N38 1NN, or Tel: (091) 477 4725.

20 BBC-B games. All originals, worth £150, will sell for £50. Titles include Speech, Castle Quest and Wizadare. Ring (0773) 763950 after 5pm and ask for Ben.

URIDIUM CO

Wow! That was B-Con's response to the amazing artwork which arrived in the Ideas Penthouse after our Hewson's *Uridium* art contest. We asked you to draw your own Uridium spaceship. And that's just what hundreds and hundreds of your did. Here are just a few of the incredible entries that B-Con had to judge wearing his dark glasses!



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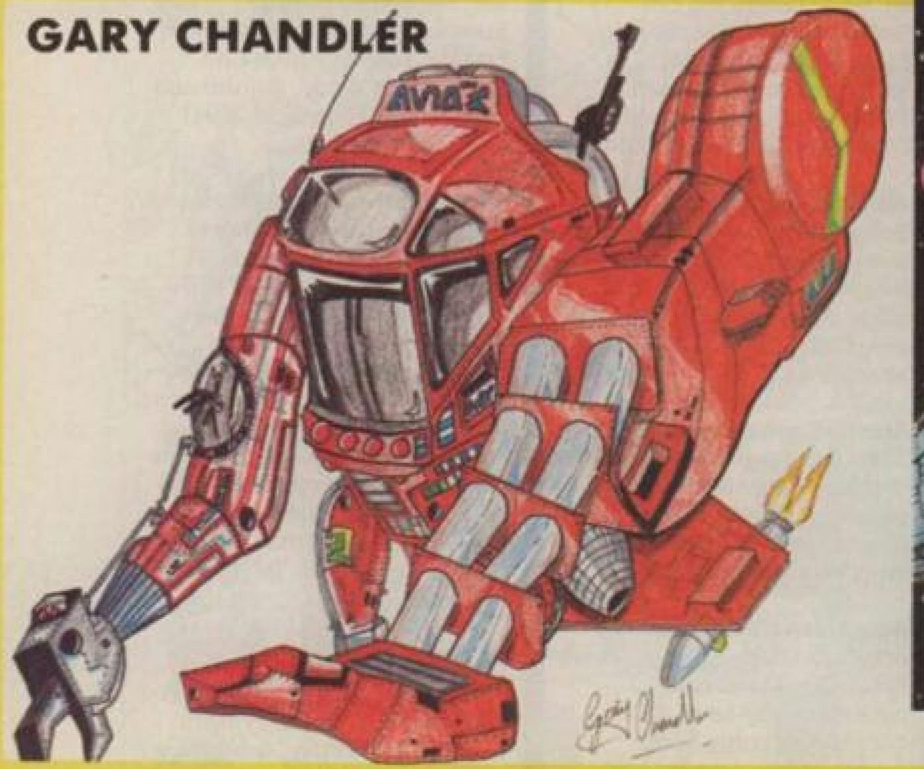

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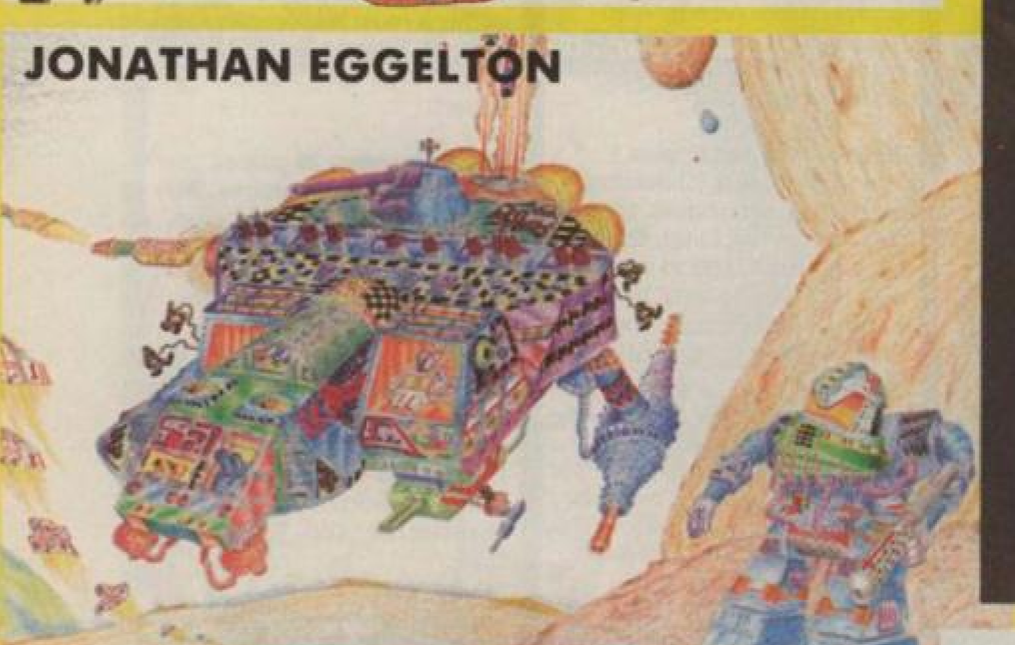

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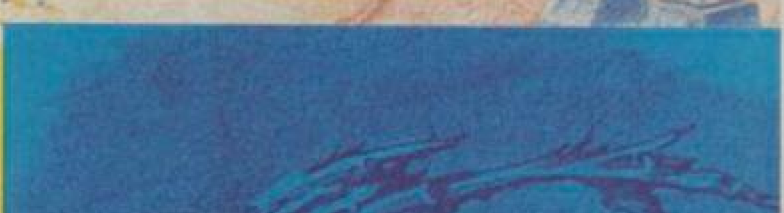

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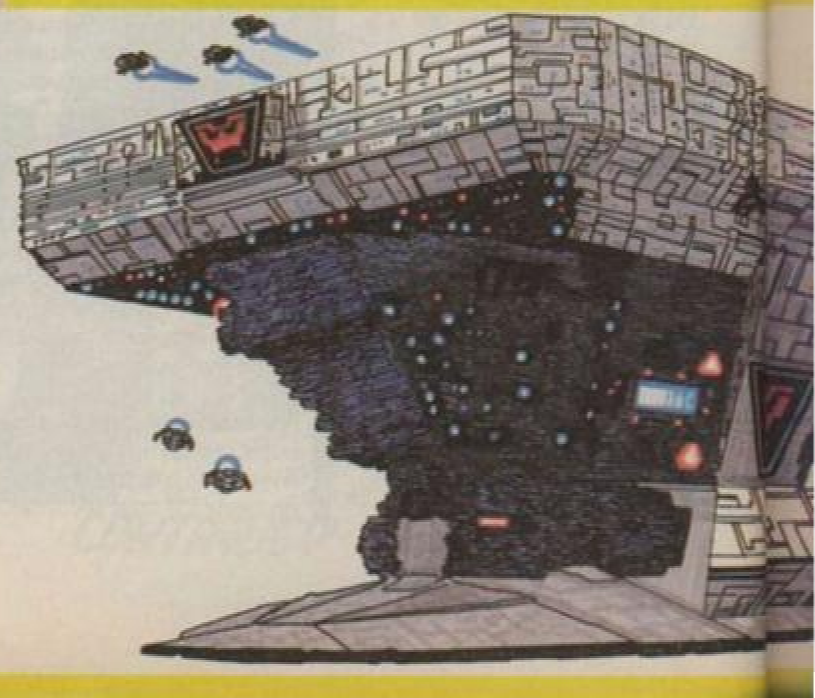
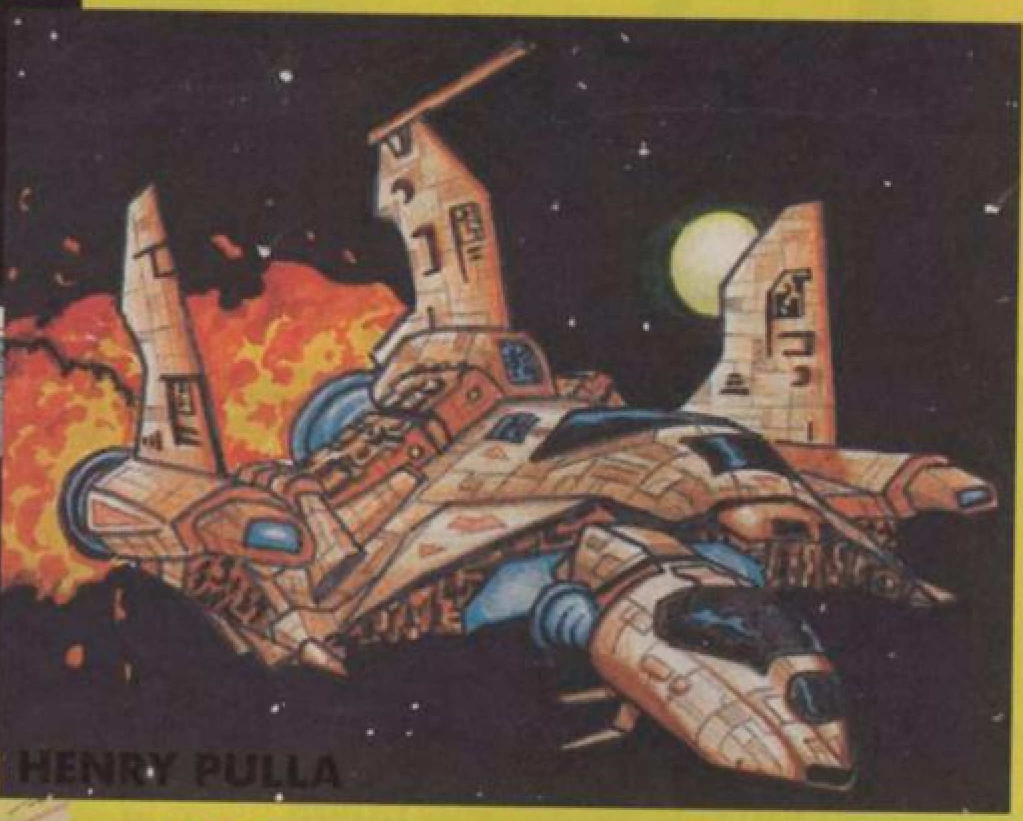


OMPETITION RESULTS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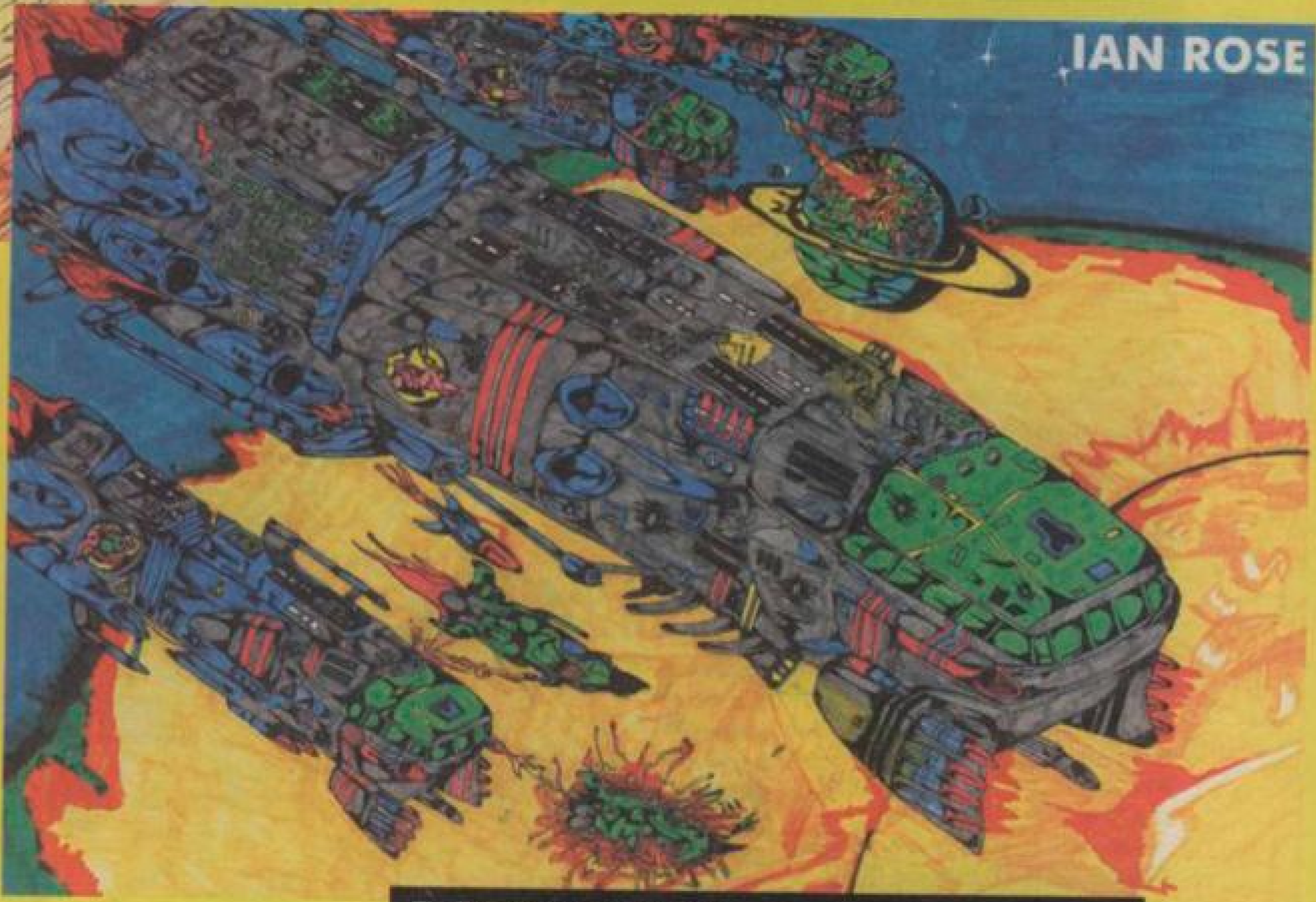

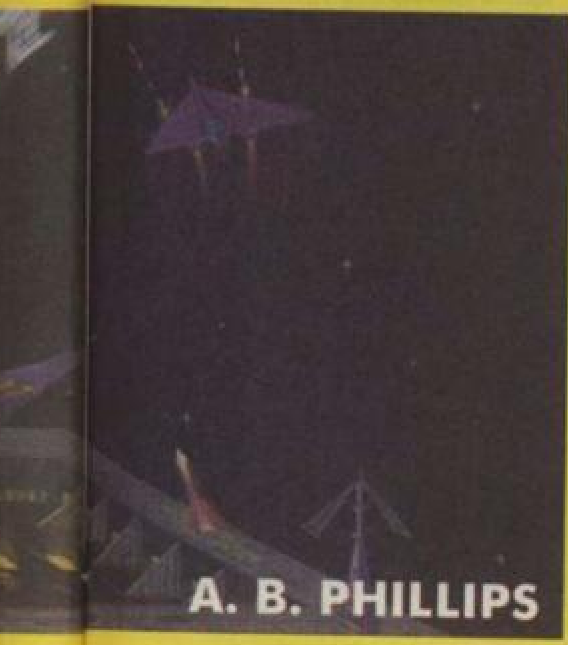
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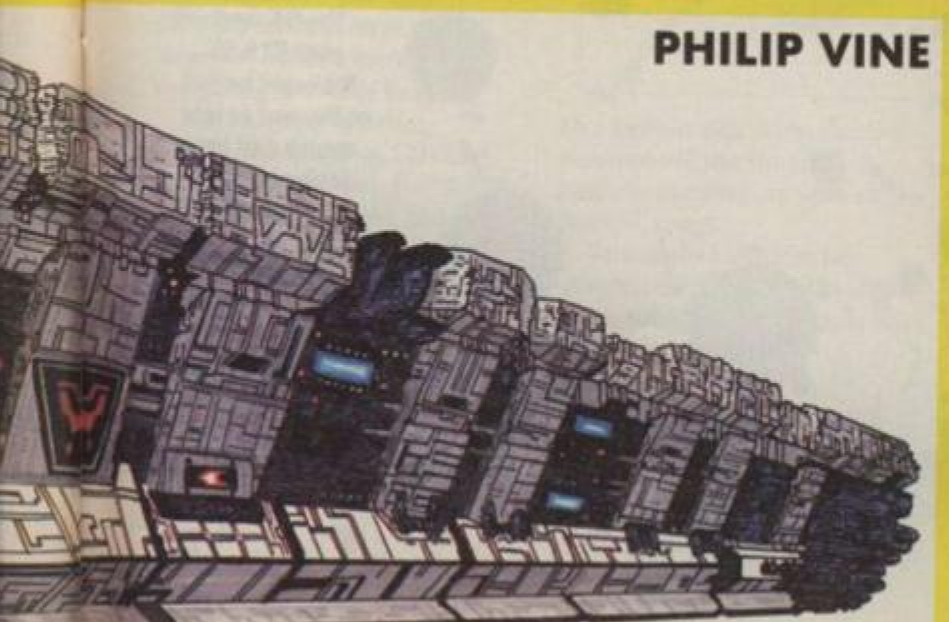
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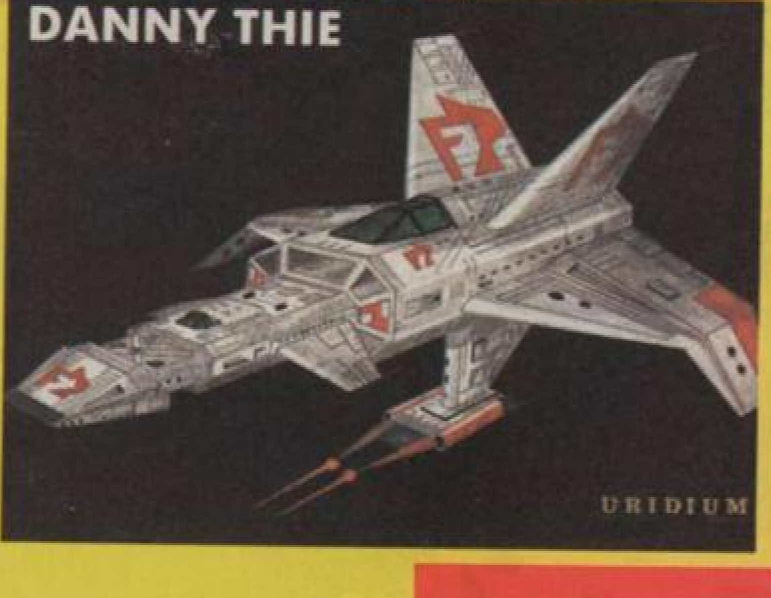
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EXTRA BITS

Will you please welcome back C+VG's ex-Bug Hunter ROBERT SCHIFREEN for the first in a new series of his informative Extra Bits articles. Robert's been away doing terribly serious things in the world of business computers but now he's back and bringing you news about all the latest things you can add-on, plug in and generally interface with your home computer.

AMSTRAD LIGHT PEN

A light pen is now available for the *Amstrad 8256* and *8512* machines. It plugs into the expansion port on the monitor, so you don't need a separate interface. Included in the package is a graphics program which lets you create masterpieces on the screen and then save, edit or print them.

The software package is similar to *Dr Draw* and other art programs. It has a number of different sized paint brushes, a spray can, line drawing facilities and automatic filling, among other features.

The pictures produced are compatible with Mirrorsoft's *Fleet Street Editor,* which means that you can edit and refine your creation using the Fleet Street package as well as the package supplied with the light pen.

The pen, with software, costs £79.95 for the 8256 and 8512 machines. A light pen has been available for the CPC machines for some time, and that is still available at £19.95 on cassette or £29.95 on disk.

More details from The Electric Studio, PO Box 96, Luton LU3 2JP or call them on 0582-595222.

AWKWARD ROMS

Vine Micros has just announced a write protect switch for sideways RAM on a BBC MASTER. Some ROMs write to themselves when you use them, in an attempt to increase copy protection. Normally, trying to write to a ROM will have no effect, but if the ROM has been copied into sideways RAM, the copy will be overwritten and will not work. The write protect switch costs £8.95 and allows you to run even the most awkward ROMs in sideways. The switch only protects sideways memory, and not the normal RAM of the Beeb.

Also just announced by Vine is a battery-backed RAM and clock board for the Beeb. This stores the system's current settings in a memory which is not lost when the computer is turned off. So function key definitions, printer commands, baud rate settings and so on can be kept without having to type a string of *FX commands every time you turn on.

This costs around £45, and more details on both products can be obtained from Vine Micros at Marshborough, Nr. Sandwich, Kent CT13 0PG or call 0304-812276. Your local Beeb dealer should have all the details, too.

NEW STORAGE IDEAS

No, it's not a brochure from *Habitat,* but a couple of add-ons for the *Beeb* from *Viglen.* First, somewhere to store your Beeb's PCB's, keyboard and circuitry.

Yes, I know that the Beeb comes in a pretty cream-coloured case, but Viglen want you to forget all that.

Their console unit will take your Beeb (once you've removed the top half of the case), and has room for a disk drive too. The micro's keyboard goes into a separate box, connected by a cable to the main unit, and the TV sits on the top. The result isn't a better machine, but it does make it look a little like an IBM PC and keeps all the various wires hidden out of the way.

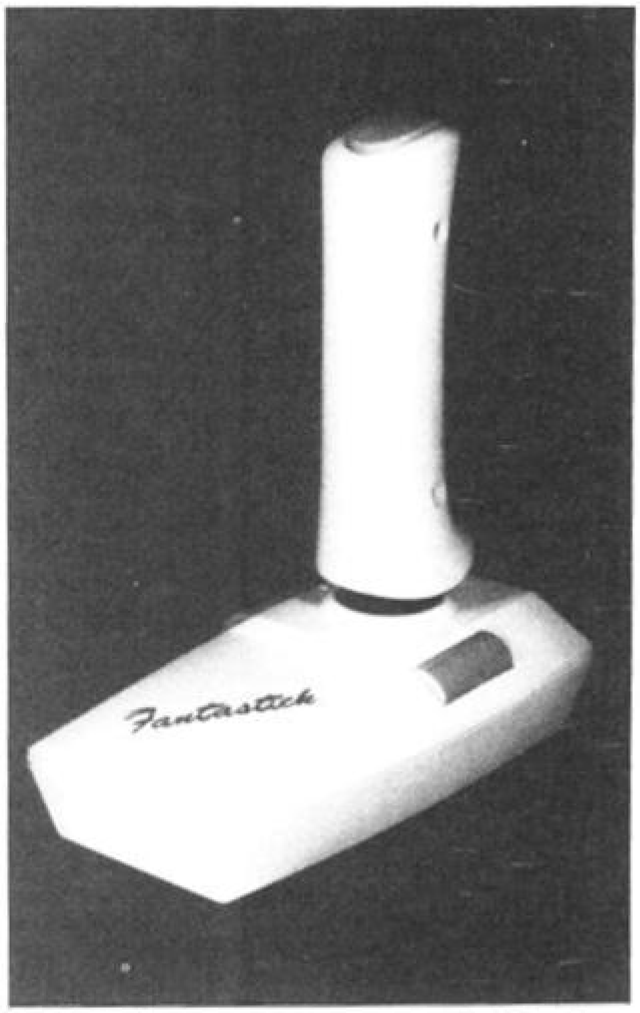
Slightly more useful, though pricey, is a hard disk drive for the Beeb model B, B+ and Master. It holds 20Mbytes, which is about the same as 100 normal floppy disks, and costs £759.00.

Slightly cheaper is a cartridge system for holding Eproms, making it easy to insert and remove Eprom software from a Master. The special connector for the micro comes with two Eprom holders and costs £16.95, and more holders cost £2.99 each. Personally, I'd rather spend the money on buying another Eprom.

If you want to know more, write to Viglen at Unit 7, Trumpers Way, Hanwell, London W7 2QA or call 01-843 9903.

PLUS 4 NOT DEAD!

The *Commodore Plus 4* is not dead yet. *Trojan,* who produce a light pen and art package for the 64, are about to launch a version for the Plus 4. It is fully compatible with the CadMaster package, for the 64, and will cost £19.95. It should be out at the end of this month and your dealer has all the details.



Quickshot II

P-40 PROBLEMS

Epson's P-40 printer, a cheap 40-column model, is currently being sold through *Boots* as well as other retailers. It's certainly not the best printer around, but it is one of the cheapest and it comes with a choice of interfaces that will connect it to just about any micro.

If you have a P-40, or you are thinking about buying one, Epson has produced a free booklet which explains how to link it to a variety of micros and contains some general advice on how to use it to produce program listings and screen dumps.

Call Epson on 01-902 8892 and they'll send you a copy, or drop into your local branch of boots who have lots to give away.

CONNECTIONS

If you've ever tried connecting one computer to another, or one piece of equipment to another, you may have wondered whether there was a shop anywhere that specialised in cables, plugs, connectors and so on. Well, I have found one, and they certainly seem to have a good selection. What's more, everything is usually in stock.

The company is called *Connexions* and is at 125 East Barnet Road, Barnet, Herts. Call them on 01-441 1282 and tell them that I sent you.

NEW C64 SOON

Commodore will be announcing a new version of the 64 soon. It will looks like a 128, but with the right hand side chopped off (ie, no numeric keypad). There may be a built-in disk drive, and the machine will use the GEM operating system, as seen on the Atari ST range.

Commodore will also be bringing out 3.5-inch disk drives soon, but no dates or prices have been announced.

NEW JOYSTICKS

The *Fantastic III* and *Quickshot II Plus* joysticks were launched at the Commodore show recently. Compatible with many micros, the *Quickshot II Plus* have special suction pads enabling you to use it with just one hand. The brochure doesn't say what you're supposed to do with the free hand though. The grip has been improved, and an auto-fire button will prove useful. *Quickshot II Plus* will sell at £12.95. *Fantastic III* will be £6.95.

GAME KILLER

Game Killer is a cartridge for the C64 and 128 that allows you to walk through most shooting games without being killed. You may have seen it previewed on BBC's *Micro Live* a few weeks ago.

Many games on the 64 and 128 use sprites, and the computer has a special command that the programmer uses, to work out when two sprites collide. The player is usually made up of one or more sprites on the screen, and enemies are made up of another. What *Game Killer* does is to stop the computer from registering when two sprites collide, so the game does not know when you've been hit. This means that you can walk through gunfire and discover all the screens of a game.

If you enjoy cheating then *Game Killer* may be what you're looking for, but it doesn't work on every game — only those that use sprites. Ask your Commodore dealer for details.

That's about it for this month. If you have anything to say, drop me a line! Write to Extra Bits, Computer and Video Games, Priory Court, Farringdon Lane, London EC1R 3AV.

WANTED THE C+VG GAMES CHAMPION

WANTED — THE C+VG GAMES CHAMPION

The search is on. Big Red, Otiss, X, B-Con, Melissa and the rest of the IDEAS CENTRAL crew are out scouring the country for the games player worthy of the title C+VG GAMES CHAMP 1986! This is no contest for wimps. Only the best need apply. Because once you've become the C+VG Champ we'll expect you to uphold the magazine's honour at the National Computer Games Championship against representatives from the other top computer magazines — like *Crash* and *Zapp 64*. So you know you've got to be good!

The championship is being staged in conjunction with **Mikro Gen** and the qualifying heat will be fought out on Battle of the Planets — last year's National Championship final game. To qualify for special entry tape all you have to do is complete the entry form on this page and rush it to *Computer and Video Games*, National Computer Games Championship, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Be quick because ONLY THE FIRST 100 people will get a qualifying tape. The special tapes include a special code which tells us that your hi-score is accurate.

If you're lucky enough to get a tape from us then you have until **July 5th** to register your hi-score. Then the C+VG and Mikro-Gen judges will sort the space cadets from the arcade aces!

The top scorer will go on to become C+VG's representative at the National Championship later in the year. Interested? Of course you are! So your first move is to post the coupon off at the speed of light. We're waiting for you Champ!

C+VG/MIKRO-GEN SEARCH FOR A CHAMPION

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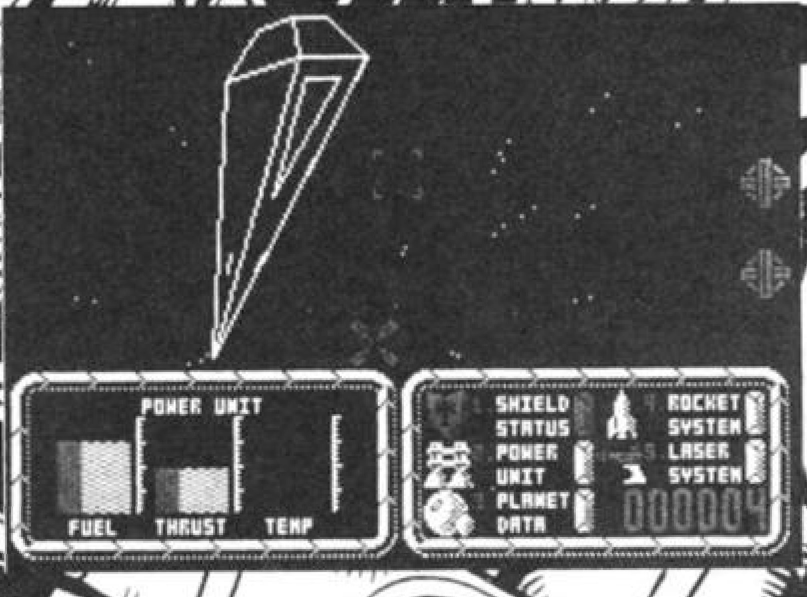

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ADVERTISEMENT INDEX

Alligata ... 65
Arcade ... 26

Bargain ... 55
Beyond ... 93

Cascade ... 63, 96
Charnwood ... 113
Cheetah ... 30, 107
Creative Sparks ... 89
Cut Price ... 30

Elite ... 2, 3
English ... 43
Electric Dreams ... 41
Empire ... 33

Faculty ... 33

Gargoyle Games ... 68
GB Microland ... 27
Good Byte ... 99
Gremlin Graphics ... 73

Hewson ... 42

Imagine ... 12, 13
Incentive ... 25
Infogrames ... 20

JJB ... 30
JR ... 107

Level 9 ... 85

Livingston ... 89
Logic Sales ... 99

Macmillan ... IBC
Mailsoft ... 30
Match ... 89
Megasave ... 38
Melbourne House ... 76, 81
Midland Computers ... 89
Midland Games ... 113
Micronet ... 62
Mirrorsoft ... 16, 52
Mosaic ... 33

National Westminster Bank ... 67
New Concepts ... 76
Novagen ... 26

Ocean ... 49, 90

Probe ... 17

Robtek ... 90

Shekhana ... 31
Supasoft ... 33

Thor/Odin ... 23

US Gold ... OBC, 26, 38, 74

Video Vault ... 36, 37
Virgin ... 10

Wow Games ... 86

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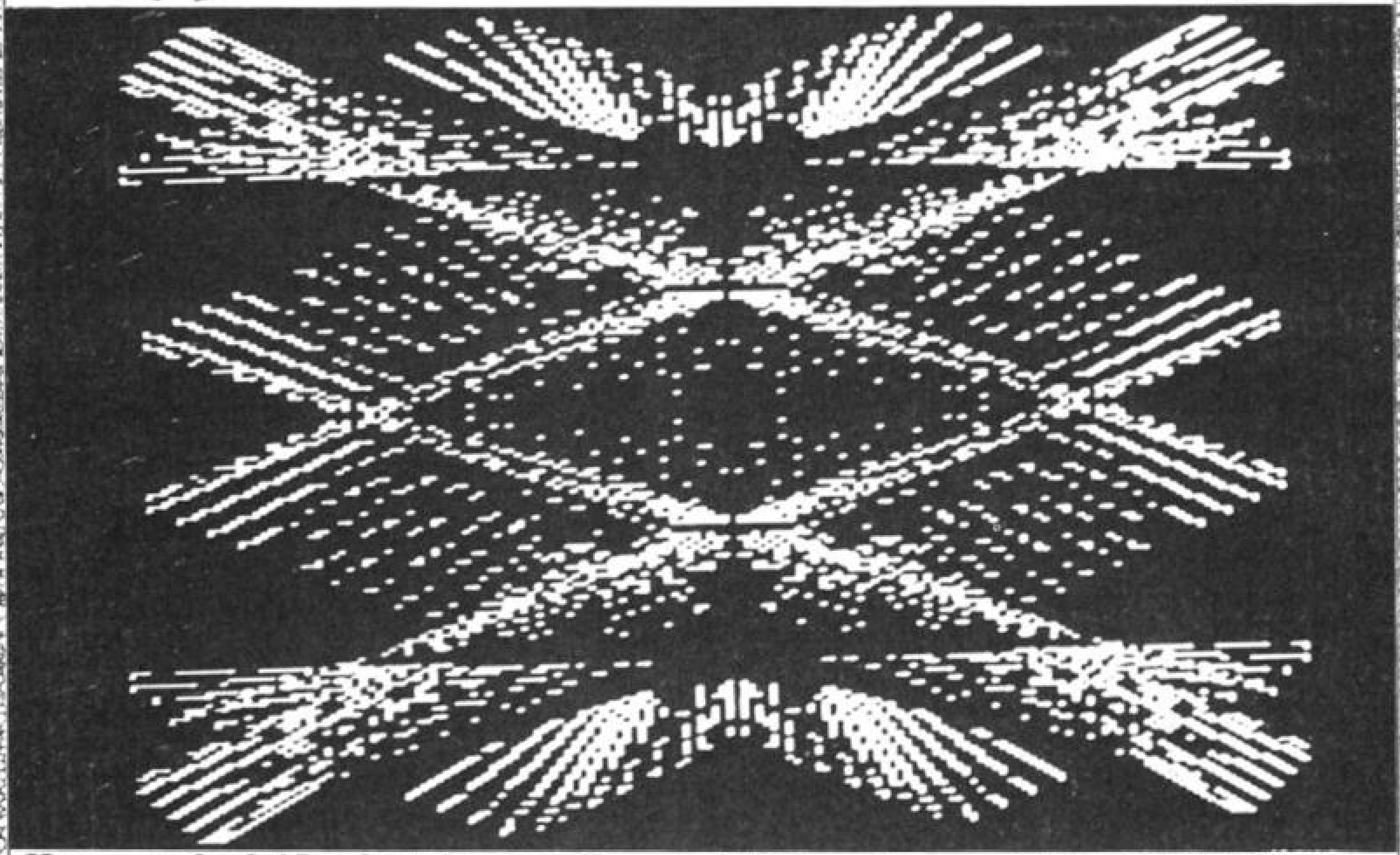
C+VG COMPETITION

TUBULAR BELLS TUBULAR BELLS TUBU



Hey everybody! Look at these really amazing lights — and just listen to the sounds. It's really tubular! Yup, that's right, it is tubular. Tubular Bells — the computer sound and light show from CRL based around Mike Oldfield's now classic instrumental album.

To celebrate the arrival of this interesting bit of interactive entertainment we've teamed up with CRL to bring you a brilliant prize.

The first prize winner gets a trip to London's amazing Laserium — the place where you can see an incredible laser light show accompanied by some very loud mind-blowing music from all your favourite groups! You'll also be paying a visit to the studio's of the London Broadcasting Company and meeting Clive Bull — the DJ who runs LBC's computer show on Sunday afternoon. And just possibly you might get to see C+VG's Adventure Helpline team in action on the radio too! All that and CRL will pay your train fare as well.

That's the first prize — but 25 runners-up will also get a copy of Tubular Bells for the 64. All you have to do is answer the simple Tubular Bells quiz and send your entry to Computer and Video Games, Tubular Bells Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for entries is July 16th and normal C+VG rules apply.

C+VG/CRL TUBULAR BELLS COMPETITION

1. Which famous horror film features music from Tubular Bells in the soundtrack?
2. Name TWO other Mike Oldfield LPs
3. Oranges and Lemons say the bells of .... Complete this line from a famous nursery song.
4. Name the famous hunchbacked hero who has been featured in a couple of computer games, a few movies and who kept shouting "The Bells! The Bells!"?

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Software to swap for the ZX Spectrum games like Minder, Ghostbusters, Decathlon and many more. If you're interested, send a sae to Ashley Bowman, 12 Dunsdale Rd, Holywell, Whitley Bay NE25 0NG.

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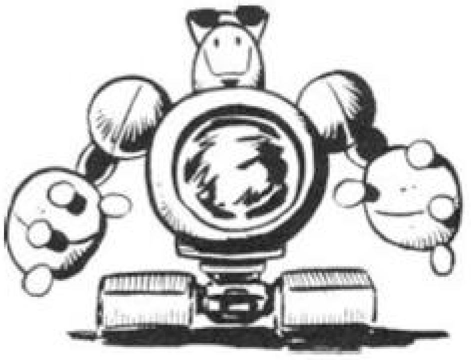
C+VG Mailbag



COMPUTER + VIDEO GAMES
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● For almost two years, since the July 1984 issue, I have been loyal to C+VG, but, lately there has been a lapse in the presentation of what used to be an excellent magazine. This drop in standards seems to co-incide with the introduction of the new C+VG. Can we wait for the return of what was the best magazine on the market.

October 1985 seems to be the turning point on the scene of computer magazines, but, recently, your challenge has got worse. I am now talking about competitions, ie, the February issue — Superbowl competition We were asked to complete the names of American Football teams from stated cities. One of your cities just happened to be New York. New York has two American football sides, the Jets and the Giants. That is the reason for the inclusion of a SAE, so you can explain your reasons and your answers (if you don't print your reply, ashamed of yourself).

The next complaint on the competition front that springs to mind is the Southern Belle competition in May. The questions referred to three trains, but what three trains? I presume you mean the silhouettes printed above, but, in the WRONG ORDER!

It hasn't past my notice that you now print competition winners and have improved the letters page, but, it's no competition for other mags. When I compare other magazines, I speak in the context of presentation and colour — have you ever heard of these two words.

So, buck up your ideas or I will withdraw my subscription from my newsagent.

Derek Farquhar,
Nottingham

B-Con replies: Oh dear! After all those nice things the last person said about the magazine, too!

The designer has been walking around in a decidedly funny mood since he read your letter, muttering "artistic impression" and "talentless fools". We think he's a bit strange anyway. Still, we've noted your points, and will try to enlighten him, gradually.

Now, onto your second point, the competitions. The Superbowl comp did have New York as one of the listed cities. The fact that New York has two teams makes it rather easier for the entrants! We have accepted either team.

The Southern Belle comp, did contain an error, although we don't think that it made the competition impossible. If the entrants knew the answers to the questions, it would be easy for them to indicate this. We accept, though, that each train should have been numbered.

We most certainly have heard of colour and presentation! The newer issues contain more colour and design work than ever before. The Mailbag, as we continually remind readers, is a representation of their views. We print the letters which we receive. You wouldn't want us to start making them up, now, would you?

● You devote far too much space in the mag to Mr Campbell. I mean, I understand that a lot of people enjoy adventure games, but can so many pages each month be justified?

Despite these complaints, I must congratulate you on your features. They are a welcome diversion for people who are not utterly obsessed with computers. Why don't you branch out further to cover some other areas from time to time? I'm sure the readers would be interested.

I hope you consider these points, even if my letter isn't printed. With a little more thought, I think you'll be able to retain your position as one of the market leaders.

Matt Dougherty,
Purley,
Surrey

B-Con replies: Hurrah! At last, someone who has got their head screwed on! Just between me and you, Matt, it isn't easy working in an office, surrounded by electronic wizards. It can be utterly depressing — and very confusing — when the entire conversation of a morning consists of hundreds of various technical worlds: Bit/Drive/Centronics/Coffee etc.

The separate articles, such as movies, music and other entertainments are my favourite part of the magazine, too. Provided that we can persuade the Editor that other people think so too, we should be able to provide you with more of this sort. That is, of course, if the "public" think it's a good thing.

Keith Campbell is out of the office at the time of writing, so I can't say what his reaction is to your comments about space. The sub-editor has been muttering to himself since he read your letter. I don't know whether it's pleasure or disgust, but he's a little mysterious anway. Do other readers think that the Adventure section is too large, too small or too prominent?

● When I read a review I usually take it that the reviewer has made an indepth study of the game, therefore, giving it as fair a rating as possible (considering of course the short amount of time he can look at any one game).

Well, I'm sorry but your review of 'Starship Andromeda' was the most incompetent I think I have ever read. Your reviewer says that the game is so impossible to get into that he gave up, well, if he'd taken the time to read the inlay card he would have seen that it actually tells you how to start. I won't bore you with the details, suffice to say that the game will then open up.

I have only actually played the game once but, I have already finished the two planets containing Zynon and Trysst, manoeuvring through a deep canyon, dodging tanks and asteriods, all in the first scenario and in the second battled with a rotating space station and then attempted to manoeuvre my men through an airlock into the station.

These are all in the first two scenarios and the entire game contains five. So, I think you will find that the actual game deserves a 10/10 for value unlike your reviewer's 5/10.

To be honest the game is not a classic but its most certainly a good one deserving perhaps 8 or 9 in the other three categories. It's sad that such a worthy game was given such a sloppy review when trash like Samantha Fox receives a better rating over all. Shame on you.

Eamonn Cleary
N Ireland

B-Con replies: Steady on! Poor old Otiss (for it was he who was responsible for the erroneous review) has just scuttled off into a corner, wailing "I told them not to use the blasted review". He really is quite upset. His story — which we all reckon is a bit dodgy, but you can never tell with Otiss — goes like this . . .

"Ariolasoft neglected to supply us with full instructions (boo hiss!) and so we had to plod on with the game without them. After finding myself completely stuck, the game was shelved, and a partial review was written, with the intention of re-writing when a proper copy of both game and instructions arrived. As time went on, nothing appeared, and the Editor missed the fact that the offending item and been included in the review pages."

Poor old Otiss has been trying to explain that it "wasn't really" his mistake ever since.

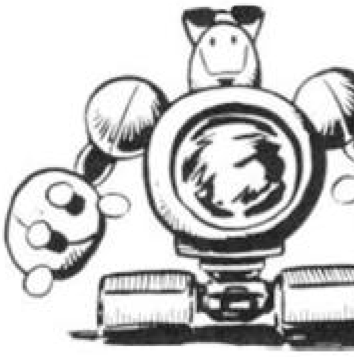
Despite your rough treatment of poor old Otiss, your letter did make it easier for us to clarify the matter. As for your 10/10 for value, is anything worth 100 per cent of the price you pay? What do you, the C+VG readers think?

● I just thought I'd write and tell you, that for the first time in my life, I saw your magazine. Where? Why here of course, in sunny Saudi.

No, contrary to popular opinion I haven't been living in the Dark Ages, I just have not seen your mag in Scotland, where I normally live.

But now that I have had a chance to read it, I shall continue to buy it whenever I see it. You have another convert to the cause. (What's that noise in the background? Why it's you guys cheering).

Seriously though, it's the best of the breed as far as I'm concerned. So keep up the good work, and even if you can't get enough supplies up there to Bonnie Scotland, try to



keep your exports to Saudi coming through. I'll let you know when I get back home about supplies there.

If you should send me a T-shirt, make it an X-L, and to save postage, send it to my Scottish address which follows.

Anyway thanks for a few hours of entertainment out here, and I can assure you, the mag will be read by quite a few Ex-Pats, as I got the only copy in the store.
John C Marshall,
Name and Address Supplied

B-Con replies: Gosh! Looking round the room I can truthfully say that every member of the team is blushing! Such kind words! What's all this about the magazine not being available in Bonnie Scotland, though? Knowing a large number of the Scottish community (that funny scarlet-haired designer is a prime example) I can assure you that C+VG should be readily available up there. We'll be sending a team of, erm, "representatives" to the northern climes to explain the immense advantages of stocking C+VG regularly (lower medical bills, for example).

Your request for a T-shirt caused a rather deathly silence to fall over the office. Our chief clothing distribution droid, Alvin, has been a bit over-worked of late, and as a result, we're running rather low on the infamous garments. Just as soon as we've got him loaded with some more 3 in 1, though, we'll be back in working order.

If any other readers have had problems getting hold of a regular supply of the magazine, or have managed to pick up a copy in some bizarre locations, drop us a line and let us know.

● Why don't you get rid of the mailbag pages? I find them boring and most of the letters seem to be copies of ones seen before somewhere.

Seriously, though, I think listings are an important aspect of computers and much can be learnt from them, and yes, people do spend hours typing them in — and even longer writing and de-bugging them in the first place — and if you expect the end result to be stunning then you may well be disappointed. However not all are bad.

Although I agree with Robin Webb, that most lisings are ancient, I don't think it is a good idea to drop them. C+VG and a certain weekly mag are the only source of listings now. Besides, if you drop everything people suggest from time to time, you may as well produce a magazine of blank pages and supply a pen for them to fill it in as they like. Or, failing that, why not make it loose leaf, then any disliked pages can be removed and replaced by others which have been removed and left in the shop by people who dislike them etc — silly ain't it.
Steve Summerscales
West Yorks

B-Con replies: Thanks for your comments. We'll certainly keep them in mind when it comes to the IDEAS Central Board Meeting. However, we feel that the continuation or otherwise of listings is a very important issue, and we'd like to hear other reader's opinions too. Get rid of the Mailbag pages? What? And who would you have to complain to when you feel the urge? Seriously, though, we find the Mailbag a vital source of information about our readers. It's the way you can air your views.

● Well mucked up C+VG! In last month's edition of the Top Ten Gallup games, I think the C64 and the BBC ratings were the wrong way round and also in the second mailbag page, the C+VG Mailbag was upside down. Was this deliberate or accidental? Come on C+VG, you can do better!
David Ince,
Jersey

B-Con says: Oops!! It looks like you're right on one account anyway, David. The Top Ten ratings were the wrong way round. You just can't trust humans can you? You never get robot error, do you?

As for the Mailbag logo, apparently Otiss knocked it over during his short stay at the Mailbag! He's now banned from touching any pages. Our designer Craig has threatened to go for his circuits with a Scalpel

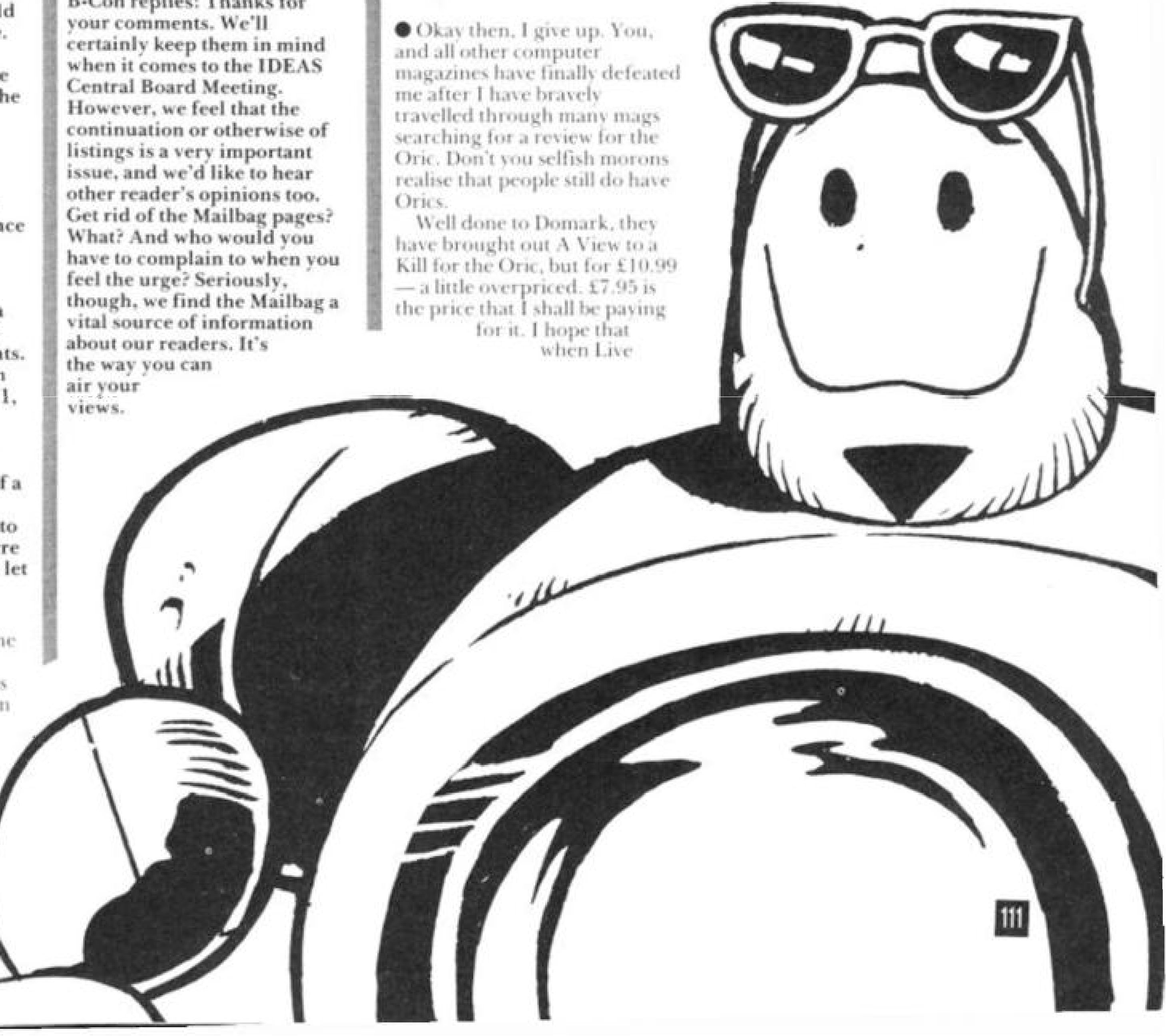
● Okay then, I give up. You, and all other computer magazines have finally defeated me after I have bravely travelled through many mags searching for a review for the Oric. Don't you selfish morons realise that people still do have Orics.

Well done to Domark, they have brought out A View to a Kill for the Oric, but for £10.99 — a little overpriced. £7.95 is the price that I shall be paying for it. I hope that when Live and Let Die is available I shall be able to buy it for the Oric.

Also, please stop printing listings. One percent of people type them in for hours. As for competitions, there are people out here who own other machines apart from Specs, Coms and Amstrads.

One last thing, do you know of any Oric clubs. If so, how can I get in touch?
Robert Cook
Birmingham

B-Con replies: Good grief! It seems that you can't satisfy all of the people all of the time! Whenever we write reports on diverse computers, the mighty wrath of the established lobby (Spec/CBM users) complain that it's all "old hat", and then we get hassled for NOT dealing with these machines! It's not fair!!



Mailbag.

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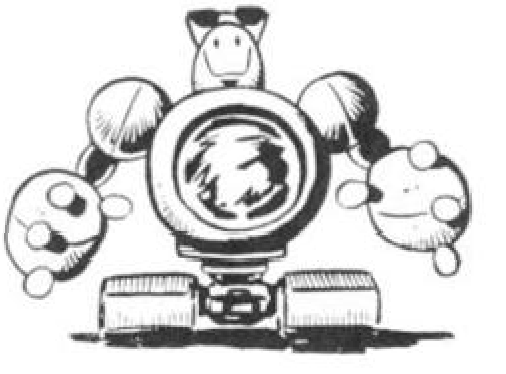

Well, we've had enough of it! We can't review non-existent software. If the companies decide to produce games, we'll do our level best to cover them. We haven't seen an Oric game for some considerable time now, have we, fellas (general murmurs of agreement from around the office). Perhaps your complaint should be directed toward those who should be producing games for the machine?

The listings debate is a bit of an old chestnut, in fact. As I type, the Editor is trying to explain the merits of numbers on a page, instead of the Bug Hunters. Personally, I'd rather have the Bug Hunters, but in the end, the readers will decide — or so He keeps telling us. . .

If anyone would like to give Robert information about Oric clubs, why not drop us a line, and we'll forward the information.

● Stretch your mind back to summer 1985. At that time C+VG was one of the best magazines available. Then you blew it!

C+VG brought in its "fabulous new look", which destroyed everything the old style created. The main points of error were the following:

Reviews — this used to be the best section of the magazine. It is now easily the worst. Each review used to be fairly long, and always had a colour screen shot to go with it. Now they are short, and in black and white.

Letters Page — this was also very good, until you introduced your new look. Now it fills up about two pages. You ought to realise that this is a very important section, as it gives the reader a chance to voice his opinions.

Playing Tips — should be longer, much longer.

Listings — drop them! The Book of Games was the only good thing that ever came out of the change. It meant that I could throw them away without ripping up the mag.

Artwork — who is your artist? Whoever he is, sack him! He is awful!

Number of pages — why has your mag shrunk over the past year? I have an old copy from 1984, which has about 150 pages in it.

The Bug Hunters — I have never seen such rubbish in my life. I suggest that you scrap them at once.

My advice would be to totally remould the whole magazine starting from the next issue. It is vital, before you lose more readers than you already have. It is for your own good.

Admit it C+VG, the space age look does not work. You have become a total copy of Computer Gamer, which is easily the worst magazine on the market. Don't sink to their depths!

I don't expect you will print this letter, as it tells you the opposite of what you want to hear, but even so, you must act on it. Go back to the old style before it is too late!

Jim MacDonald
Staffs

B-Con replies: Talk about living in the past! C+VG now has more reviews pages per issue than it ever did before. And despite what you say Jim, there's more colour too. And if it's length you are talking about just look at last issue when we devoted an unprecedented page and a half to one game! The letters pages have also rarely been longer than two pages — and we don't really want to fill them with letters like this anyway! Playing tips? We've done a game's players guide almost every issue since Christmas PLUS the normal IDEAS CENTRAL pages. Our survey says that people like our listings — especially professionally written ones like the Wizard of Tallyron which came with the offer of a tape copy. And we'll be doing more of these in the future the Ed says. The size of the issue? Well it gets smaller during the summer and larger around the Autumn time — and has always done this. In any event the number of editorial pages stays the same. Your comment about our artist. Well what do you actually mean? We use lots of different artists in C+VG unlike some other magazines. In any event you won't find better artwork in many other mags. And I think you'll find that many magzines have copied C+VG's new style — not the other way around! And as for losing readers — jeez Jim, where have you been hiding your head? We are now the best selling computer games magazine in the WORLD. We've increased our sales by around 10,000 on our *last ABC* figure.

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Picture this! Your very own Polaroid camera to take embarrassing pictures of your friends and family with. And one of these nifty cameras could be yours if you enter our Splitting Image competition next issue. Domark are the people behind this entertaining new game and they want to put you in the picture. Every image conscious computer owner should grab a copy of C+VG in July.

DPaint
Color

Cyborg is the first in a trilogy of exciting new games from CRL an we've got an exclusi preview of this new game from new programmers. Watch for the Cyborg on the cover!

-1 Rothmans
-1 camel avec des traces de rouge-a-levre

The French Connection. Find out what's happening over the Channel next issue when Tilt magazine's Nathalie Meistermann explains the reason behind the recent explosion of exciting Gallic games. Brush up your French in time for August's C+VG, on sale July 16th.

Infocom. The name that adventurers speak in hushed tones of reverence. And next issue our Master Adventurer, Keith Campbell interviews *Brian Moriarty* and brings you a preview of the latest adventure from the Infocom team called *Trinity*. Then there's more on the search for the C+VG Adventurer of the Year, plus a generous helping of the Adventure Helpline(tm) and all the games fit to review. All in just 28 days time

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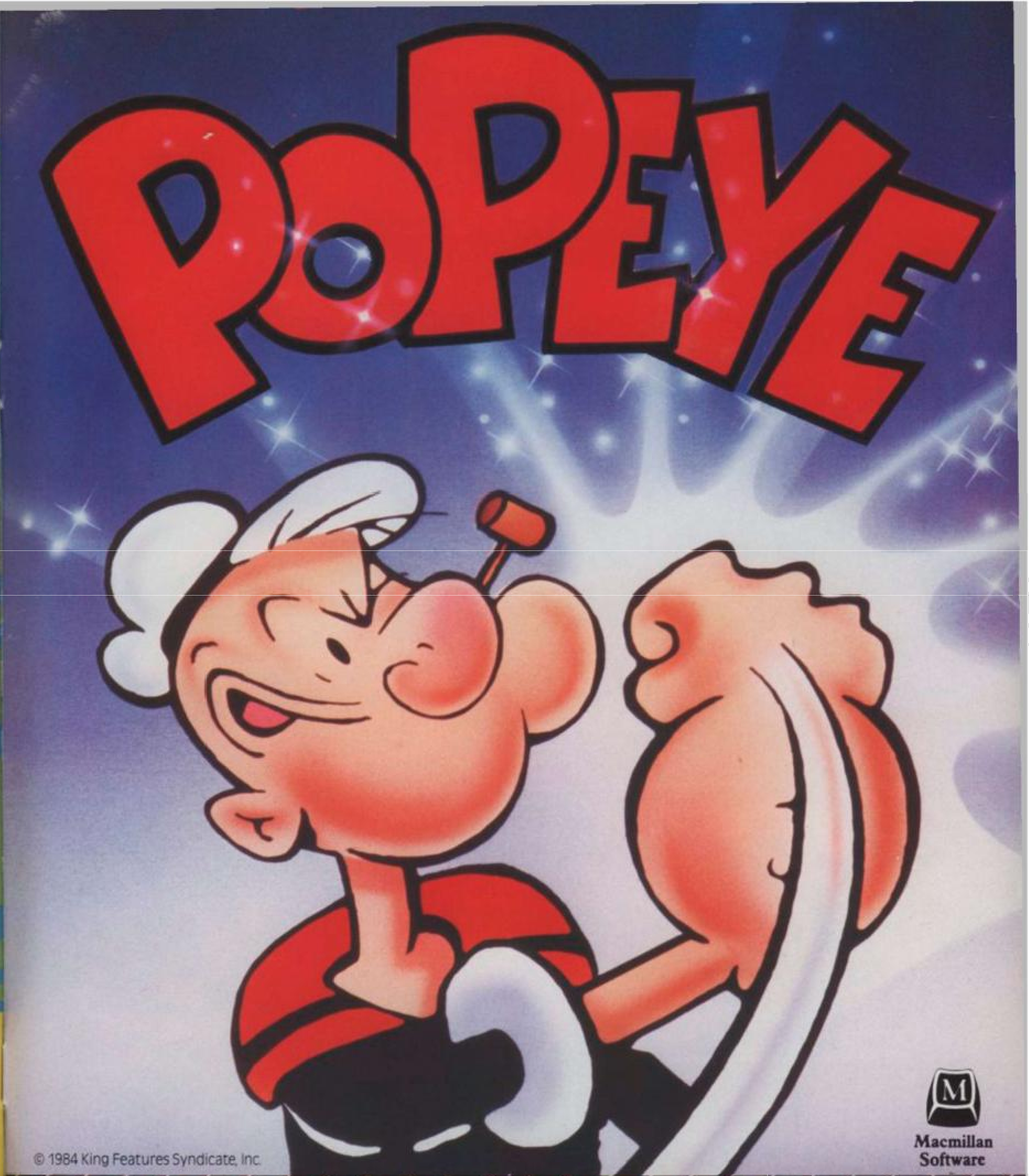
The Wizard of Tallyron returns next issue for another all-new adventure for you and your Spectrum. Called Tallyron 2: Beneath the Wold, this new listing takes the Tallyron team into the realms of a dank dungeon full of evil nasties. Created by Mike Turner of Star Dreams the program features 3D graphics. And if you don't want to type it all in then there's a special tape offer exclusive to C+VG readers. So don't forget to conjure up a copy of your favourite computer games magazine next month!



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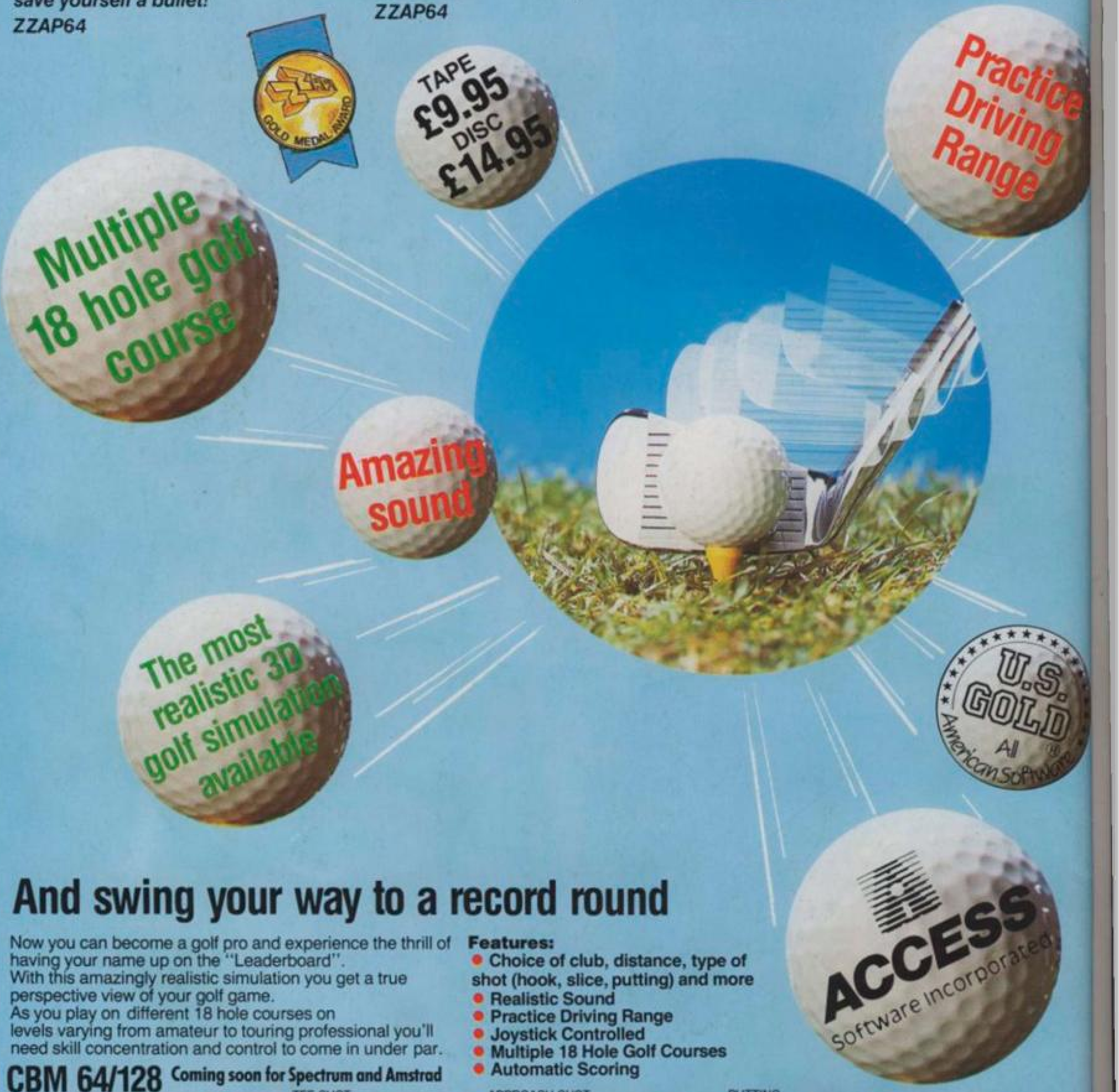
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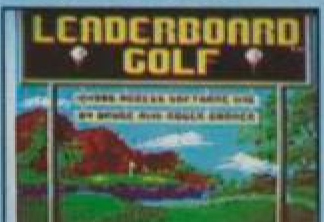
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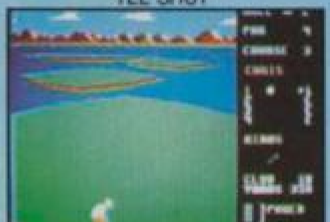

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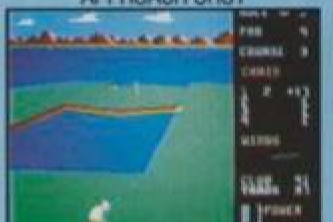

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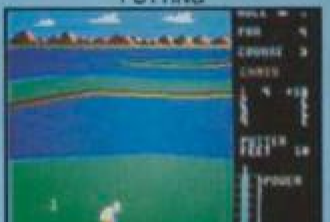

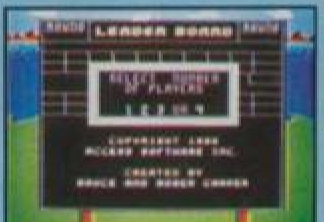
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